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BEAVIS AND BUTT-HEAD™

Secrets for
Sega™ Genesis™,
Game Gear™, &
Super NES®



CHEATER'S GUIDE

heh,
heh, heh

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BradyGAMES



BEAVIS AND BUTT-HEAD



CHEATER'S
GUIDE

Stuff That's, Like, Important

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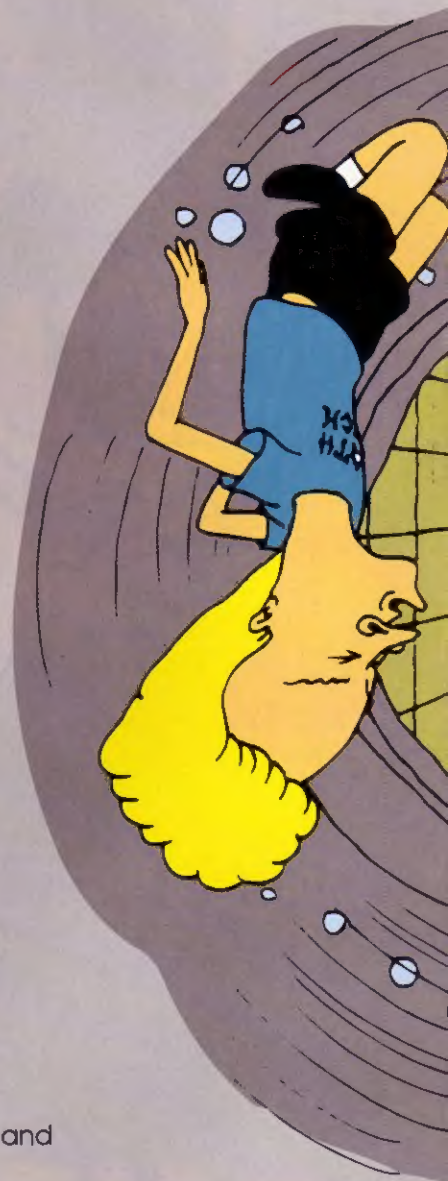
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Beavis and Butt-head are not role models. They're not even human. They're cartoons. Some of the things they do would cause a real person to get hurt, expelled, arrested or possibly deported.

In other words: Don't try this at home.



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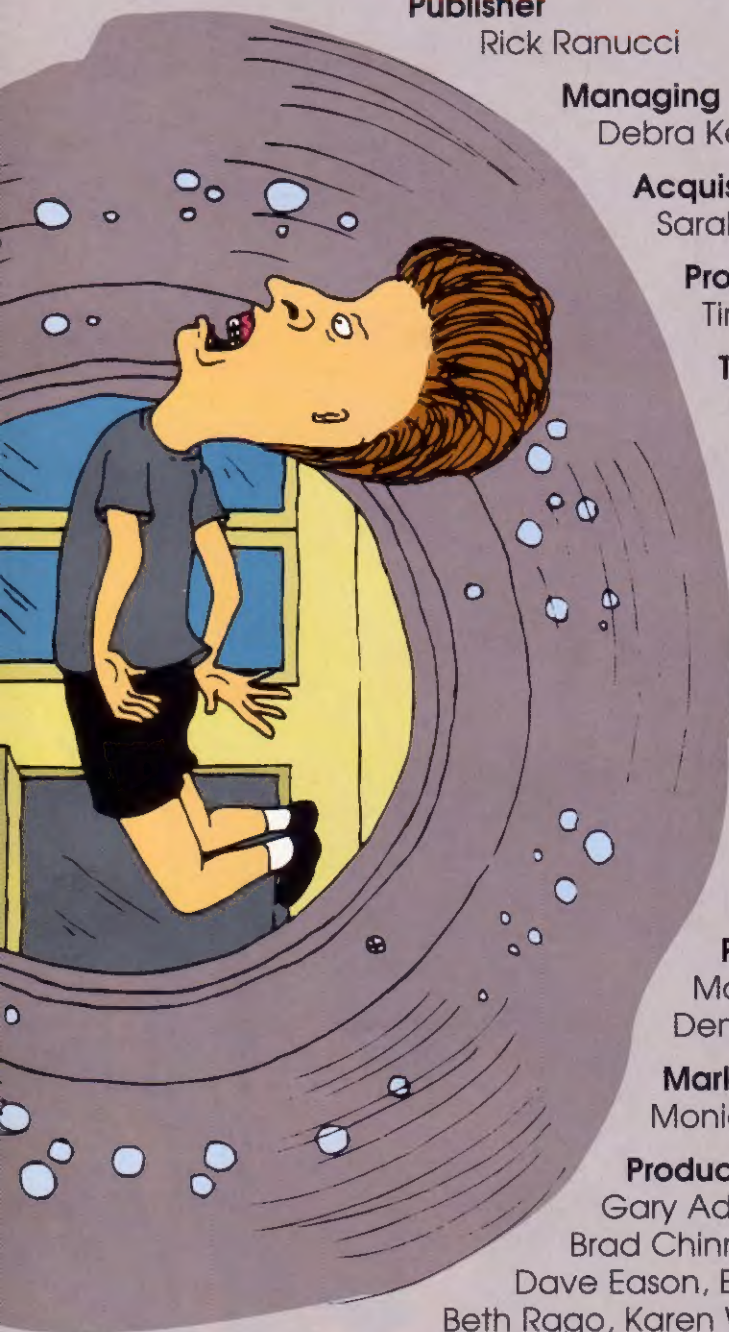
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BEAVIS AND BUTT-HEAD™

CLUB

Beavis

And

Butt-head





Uh, this is like, where we talk about how cool we are and stuff. Huh Huh.

Yeah! We're, like, the coolest ones in the game. Heh Heh. So, um, tell 'em the other stuff, Butt-head.

Uhh, O.K. um...If you're playing this game and you want to be really cool, and not, like a butt-burglar, then choose me and you're, like, guaranteed to kick some ass. Huh Huh Huh.

Shut up, Butt-head! Pick Beavis! I'm cooler 'cause I can, like, run and jump and like, pick up stuff.





Whaddaya mean "Pick Beavis?"
Whaddaya want 'em to do, pick your butt
or something? Huh Huh Huh.

No! Shut up! Shut up! Pick Beavis!
Pick Beavis!

Anyway, that's not why all the chicks will
want to be me. It's because I'm so hot
and you're such a dillweed!

No! Um...pick Beavis. He's, um...cool
and you...um...yeah, pick Beavis. Heh Heh.

Beavis, sometimes you really just scare
the hell out of me.



The Enemies



BEAVIS
AND BUTT-HEAD



COP

Huh huh. He's just a
mall cop. He can't
even take you into, uh,
custardy.

His bat still
hurts when he hits
you with it.

Then don't get hit dillweed.



TODD

Todd's cool. He's,
like, our friend.

Earl's a grunge
dude at Highland
High School. He's
like p. o'd 'cause he
thinks it should be
Seattle High or
something.

That's why it's ok that
he kicks our ass. It's,
like, just between
friends.

EARL

COLLETTE

This is Anderson's dog. I call her "wuss," heh, heh.

Yeah, Beavis. That one time you were running away from her you kept calling her "wuss," huh huh huh.

Heh heh. He's old. He's so old he, like, keeps forgetting we're cool.

MR. ANDERSON



MR. BUZZCUT

RECRU



Buzzcut's OK. Once he was yelling at us and said he was going to give us canes.



He said he was gonna have us caned, you moron. But instead he just yelled some more.



Van Driessen believes in peace and love. We think he's, like, mentally sick or something.



MR.
VAN DRIESSEN

MR.
MCVICKER



McVicker says we're gonna drive him crazy, but he must be nuts already.



**BILLY
BOB**

NURSE



She's like, a trained profes-
sional, huh huh.

Yeah, heh heh. Trained profes-
sionals waiting to take your call!



This dude is, like, really fat
and gross and mean.

He's like, a role model
or something.



Um, so, like, the green-shirted ones ride straight and the red-shirted ones, like, jump at you.

They must like you or something, Beavis.

Shut up, Butt-head.

Like, a dog is supposed to be a dude's best friend, but this one isn't.

Maybe they're thinking of some other dude, Butt-head.



SKATEBOARDERS



BIG DOG

BIKER CHICK



That's my woman, Beavis. Get your hands out of there.

I was just, um, fixing my pockets or something, Butt-head.

Wasn't there, like, a song about blackbirds?

Yeah. Huh Huh. Four-score and twenty blackbirds ago.

Beavis, you're a choad.
Heh heh heh.

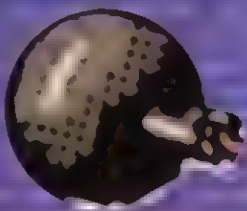
Game Gear Enemies



BOMBS



RATS



When they explode, they can, like, blow your head off and stuff.

That's cool.

I already said they were cool, Beavis.



Buzzcut says that rats are, like, vermin.

Yeah, but we just call 'em rats for short.

FROGS

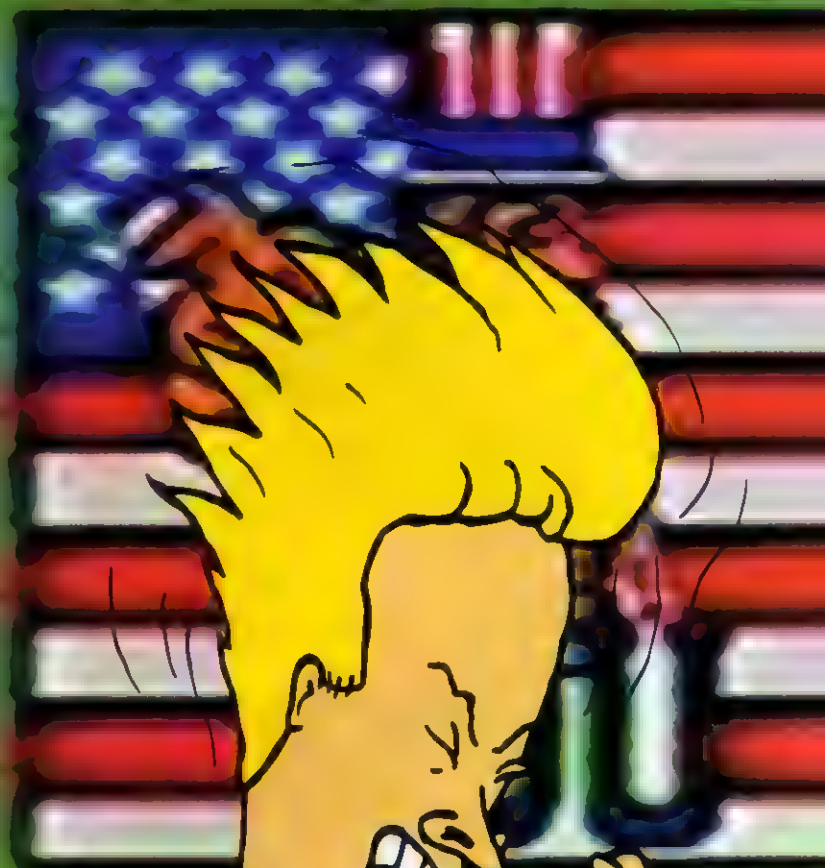
If you, like, lick these frogs, you're supposed to, like, get a, like, wart or something.

Warts are cool.

This is, like, that joke where you ask a dude if he has 10-pound balls, and if he says yeah, you go, "You better catch 'em!" It's pretty cool.

BOWLING BALLS

RECRUITING STAFF



MTV's
MUSIC TELEVISION

BEAVIS AND BUTT-HEAD

Weapons



Sega Genesis

The weapons are used to ward off Beavis and Butt-head's many enemies.

Keep in mind that some weapons are more effective in certain situations than others. You'll want to choose your weapons carefully.

FART

This weapon can only be used by Butt-head. It's represented as a gray fog.

BELCH

The Belch weapon can only be used by Beavis. The green fog is Beavis' belch.

The Belch and Fart weapons aren't quite as effective as the other weapons, but they can be a lot more fun to use.

PEASHOOTER

The peashooter has one drawback: it has a long lag time between shots. The peashooter definitely doesn't fire as quickly as the dart gun.

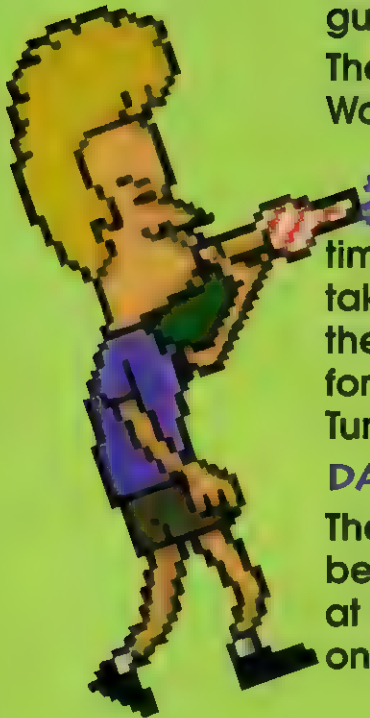
The peashooter can be found at Burger World and Turbo Mall 2000.

BAT WITH A GLOVE

This weapon, by far, has the slowest time between hits; however, it doesn't take as many hits to kill an enemy with the bat (as opposed to the pea-shooter, for example). You can buy the bat at Turbo Mall 2000.

DART GUN

The dart gun is the most effective weapon because it fires very rapidly. You can buy it at Turbo Mall 2000 and it also can be found on The Street.



Super NES

Weapons are readily available in each level of the game. Two of the weapons (the I.V. shooter and the Gas Gun) are exclusively used in the Hospital, and one weapon (the Pogo Stick) is used exclusively in Turbo Mall 2000.

Use the weapons to fend off the enemies that try to keep you from the GWAR concert.

BAT WITH A GLOVE

This weapon will pop up everywhere. Use it to hit the enemies. The bat isn't quick with its hit but it's very powerful.

GUN

The gun is very important at the GWAR concert. The gun shoots rubber balls at the opponents. It has a quick shot and covers longer distances than the bat.

I.V. SHOOTER

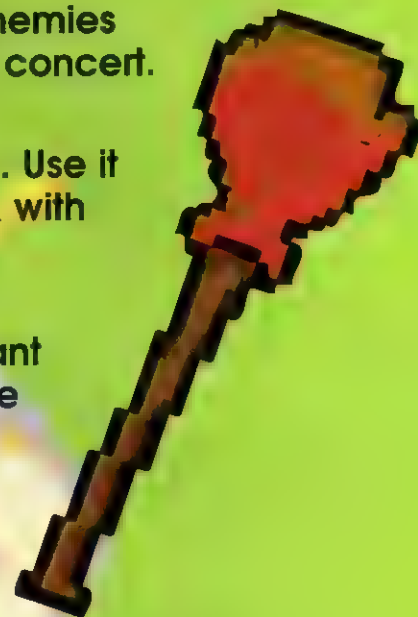
You can use this weapon only in The Hospital. The I.V. shooter is used when Beavis and Butt-head terrorize the hospital halls on a hospital gurney.

PAINT GUN

This weapon can be found in The Hospital behind a glass case in the halls. This weapon stuns the enemies for a moment.

POGO STICK

The pogo stick is used to stomp on the spiders and maneuver through the alligator pit in Turbo Mall 2000.



Items—Sega Game Gear

There aren't any real weapons in the Game Gear version of Beavis and Butt-head. But there are certain recurring items that you must be aware of to get to the concert. These items are listed below.

FOOD

Eating food gives Beavis and Butt-head an extra bulb of life energy.

COINS

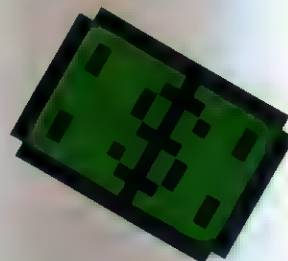
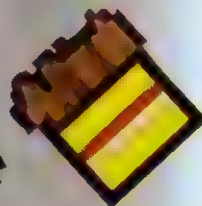
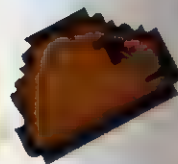
Single coins are worth a dollar. The money can be used to buy food or purchase GWAR tickets.

BILLS

These bills are worth five dollars. Don't spend all your money on food — save some for the concert.

DOUBLE STACKED BILLS

These bills are worth twice as much as the single bills so pick them up quickly. All double stacked bills are worth ten dollars.





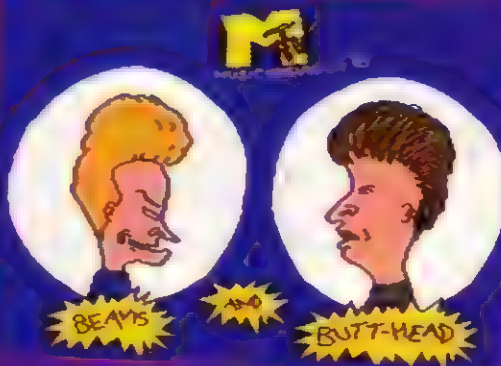
BEAVIS AND BUTT-HEAD™

Beavis and Butt-head: Super NES Version Game Basics

Um, what's NES, Butt-head?

Uh, I think it stands for, uh, Nuclear Electronic, uh, Game.

Oh, yeah, heh heh. That sounds right.



THE CONTROLS

Cheater's Box

- Y** BUTTON—SWINGS BAT; SHOOTS GUN; THROWS APPLES
- B** BUTTON—JUMPS
- X** BUTTON—RUNS FASTER (WHILE HOLDING LEFT OR RIGHT ON THE CONTROL PAD)
- A** BUTTON—LAUNCHES BEAVIS THROUGH THE AIR WHEN NEXT TO EACH OTHER. USE THIS TECHNIQUE TO GET OVER OBJECTS.

Up—Enter doors, eat falling food, interact with background objects, and make block moves while fighting

Down—Duck, pick up objects, and eat food.

Start—Starts/pauses the game

Select—Toggles between characters

Y BUTTON

This is the ass-kicking button, because you can, like, throw and shoot stuff. Huh Huh, I said "BUTTon." Huh Huh.

This one makes you jump. If I had a nickel for, like, every time you push the B button, I'd, be, like, whoa, this dude's really jumping a lot.

B BUTTON

X BUTTON

This makes you, like, run.

This button should be called the mad wolf with fangs button. I bet that'd make you run really fast, huh huh.



UP ON
THE CONTROL
PAD

Um, I think they sell control pads in the girls locker room

You dumbass, you push up on the control pad to get weapons and money. What were you doing in the girls locker room anyway?

Um, just for fun, heh heh.

DOWN ON
THE CONTROL
PAD

You do this to, like, duck and, like, pick stuff up.

Um, you're supposed to do a duck in this game, Butt-head?

START

This, like, stops the game. That's stupid!

Really. This should be called the wuss button.

SELECT

This lets you, like, toggle between characters, huh huh huh. I'm going to toggle my character now, Beavis.



What You Have To Do To, Like, Win, or Something



The goal of this game is to, like, show how cool we are by kicking everyone's ass.

Yeah! Then we can go to the GWAR concert! Yes! Yes! Yes! GWAR rocks!

You need to lie down, Beavis.

Oh, yeah, heh heh. Sorry.

Like, to get to the GWAR concert, we have to, like, go through our town and kick people's asses and, like, try to stay away from stuff that sucks.

Then we, like, fight our way onstage with GWAR! Yes!

Yeah, and then we'll probably score. But that's not in the game.

This game still rocks! Heh heh heh.

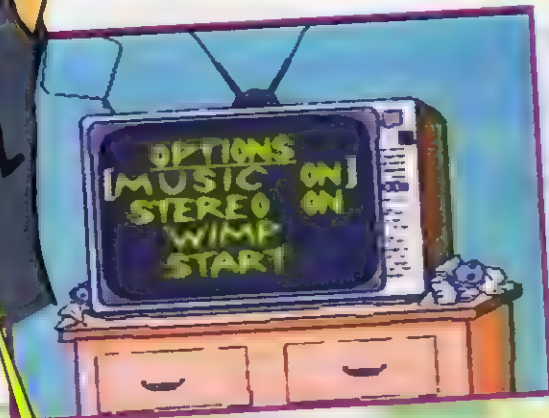


To put it simply, Beavis and Butt-head must photograph all their cool feats (to impress the ticket takers at the gate) in order to get into the GWAR concert.

Stuff You Have To Do, To Like, Play or Something

From the Options menu, select either a 1-player or 2-player game, and then choose from one of three difficulty levels: Wimp, Cool, and Dude.

You can also choose to turn on or off the background music. The final option available is the Password screen. By entering passwords, you can re-start a game without having to play any completed levels (except GWAR).



So I guess if you, like, select the 1-player mode, then you're like, playing with yourself. Huh huh huh.

Heh heh heh. Good one, Butt-head.

When the game begins, you need to decide which character you want to control.

Pick me! I'm cooler! Heh heh.

Shut up, Beavis, you waste of bum wipe. If you're, like, a chick and you're playing this game, then you've already picked me. Huh huh.



This is done by pressing the Select button. (The Select button also toggles between Beavis and Butt-head.) There are no differences in the abilities of the characters; your choice will be based on the preference of which character you prefer.

It's, like, all characters are created equal, huh huh.

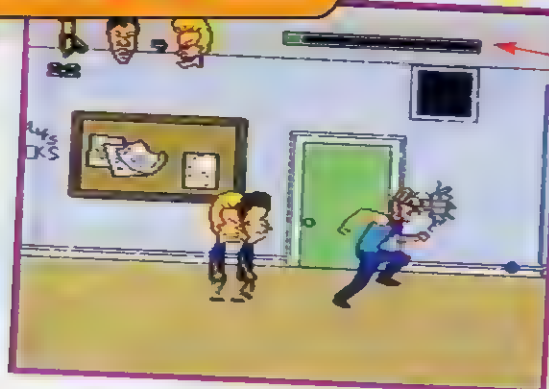
Um, not really, Butt-head. Your character's a little bent.

Beavis, I hope you have ass-kicking insurance.

The health of your character is illustrated as a health bar at the top of the screen. When the health bar empties, you lose a life from your "life count." When you run out of life counts, the game's over. If you are playing a 1-player game and want to switch characters expecting a full health bar, you'll be disappointed. The health bar remains the same for each character. During a 2-player game, if one character absorbs a blow from an enemy, it affects both characters the same because both players share the same health bar.

Yeah, huh huh. I mean no, heh heh. Dillhole.

Hey Beavis, are you checking out my health bar, huh huh?



The health bar displays your character's energy level.

You must have money in order to buy food to restore your health bar. You can find money in the phones that are located throughout each level and in rooms. To get the food, you must face the candy machine and press Up on the control pad. The food will shoot up out of the machine, and then you must press Up on the control pad again to eat the food. After you run out of money, you can't buy any more food. (However, when you have plenty of money, you can only buy 3 food items at a time.)



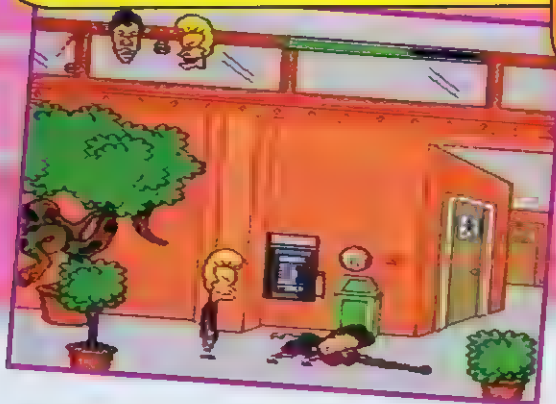
Huh Huh. That's cool. This game's, like, realistic or whatever.

Other Stuff

One of the most important items to pick up during the game is money. The money comes in the shape of coins, which can be found in pay phones, change machines, and even video games. To pick up a coin, simply press Down on the control pad and the coin will shoot up to the upper-right portion of the screen where a running total will be kept.

Money rules, dude.

Really.



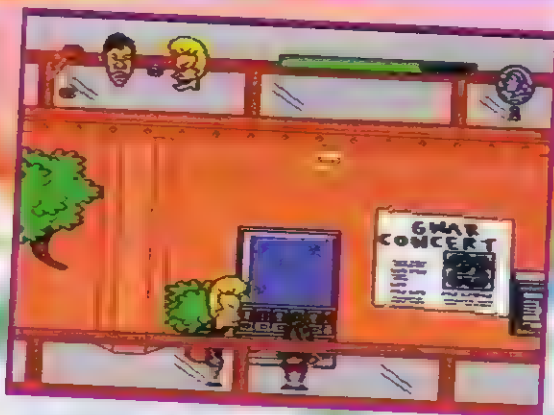
Use the coins located in some phones to buy food from candy machines



Candy machines can be found throughout the game. These machines are the primary source of food; however, this isn't the only place to find food. Some food is littered throughout the game and is in easy-to-find locations. In Turbo Mall 2000, for example, when bags of groceries fall from another level, food may pop out after the bags hit the ground.

I've got a big grocery bag, huh huh. Get it?

Heh heh heh, um, not really, heh heh.

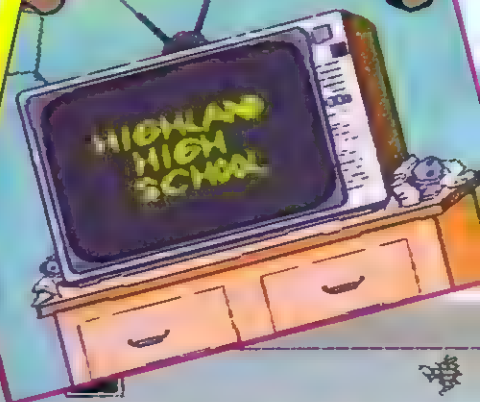


Highland High School

This place sucks!

Yeah, but we're, like, legally required to go here.

Laws suck!



The first phone has a coin in it that can be used to buy food. When you enter the first door to the next hallway, watch out for Todd hanging out in the hallway.

Todd rules.

Yeah, he's probably just trying to grab us into his gang.

The first phone in the new hallway also has a coin in it, so pick it up.

That loser Todd is behind the second door in original hallway. The first phone in the

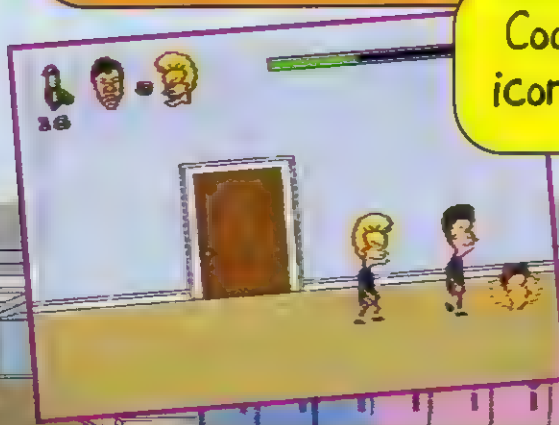
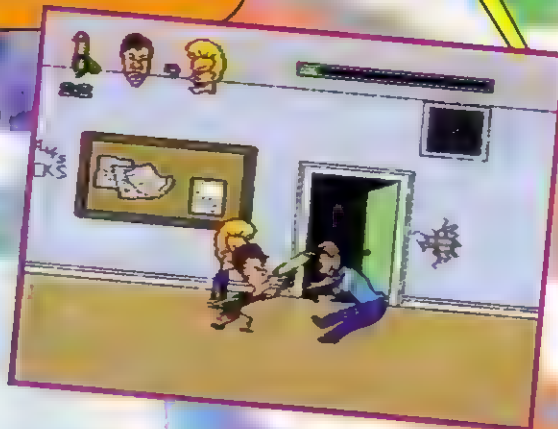
next hallway has a coin in it so pick it up before you exit the second green door.

Also make sure you go past the last door and pick up the Butt-head icon—it's worth an extra life.

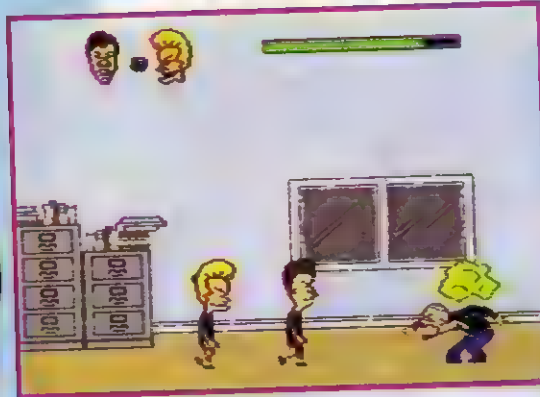
Like, what the hell's an icon?

Uh, I think it's a band. Yeah, and they toured with, um, Anthrax. Yeah!

Cool. Pick up the icon, dude!



Mr. McVicker pokes his bald head out from behind the first door after you exit the cafeteria and that dork Todd is behind the next door of the level which leads to the chemistry lab.



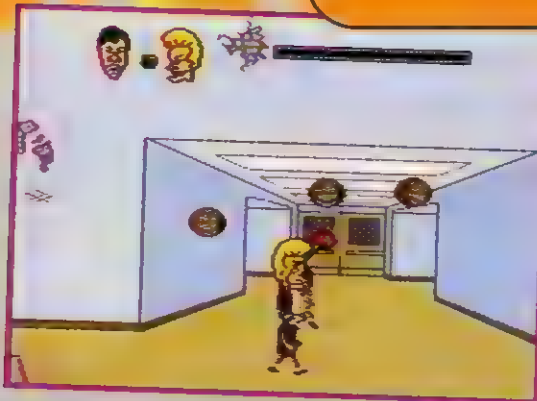
In the lab, pick up the containers to throw at Earl and Todd—one bottle will take care of each character.

Next step is the gym. You must avoid a bunch

of basketballs in this level. You can do this by pressing the Y button to hit the basketballs and pressing Up on the control pad to keep the balls from hitting you in the head.

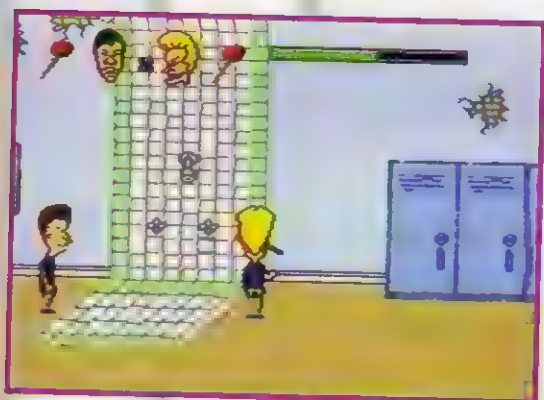
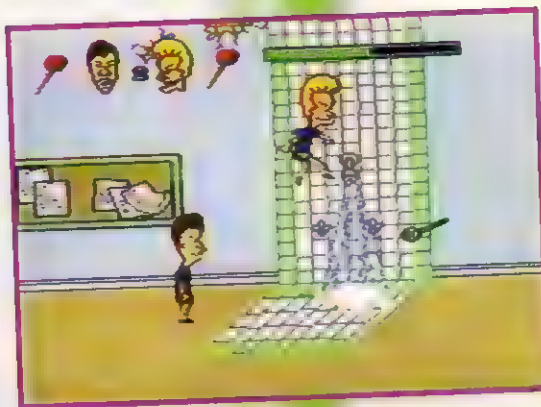
Huh Huh Huh Huh. Hey Beavis, you've got balls on your head! Huh huh huh.

Get your balls off my head! Heh heh heh.



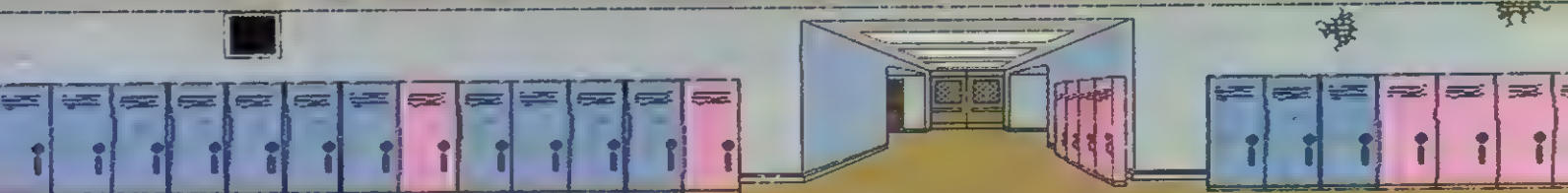
The next level takes you through the boys locker room. The main obstacles are showers—some turn on and off but some run constantly. In order to get by the second shower in the lockerroom, you must press the A button. This will make Butt-head toss Beavis over the showers. After you do this, Beavis will turn the showers off automatically.

After you exit from the first door after the second shower, you'll need to throw Beavis over the next set of showers—it's the only way to get by them because the showers never turn off.



Next, you'll find the boys back in the gym. The object here is to hit the bouncing basketballs back at Todd and Earl while in a game of chicken.

After you finish Highland High School, select Couch Fishing—it's a chance to earn extra life power. The object of Couch Fishing is to catch as much food as possible on your fishing line within a certain time limit. You can control the line by pressing Up and Down or Left and Right on the control pad while positioning the fishing hook underneath the food.

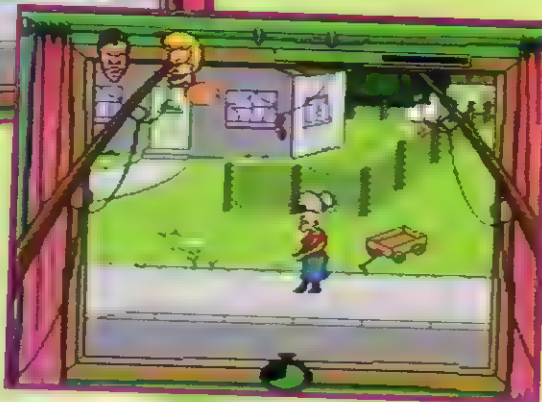
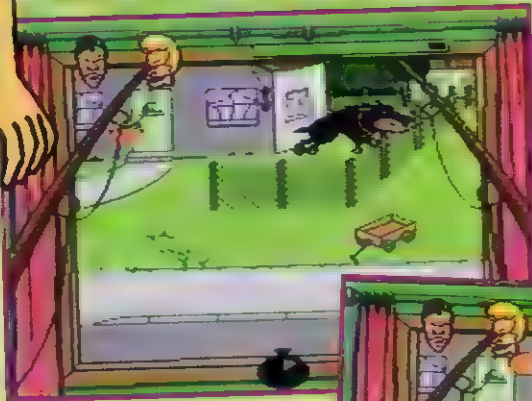
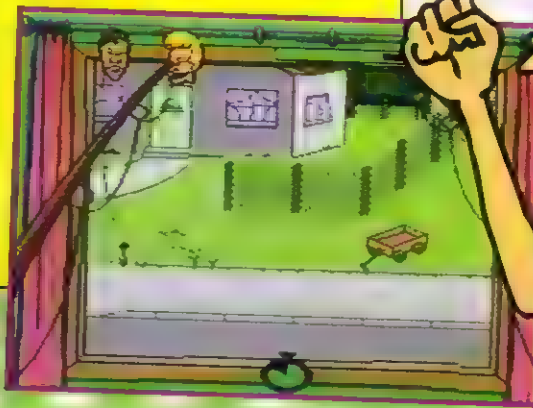


Couch fishing is cool!

Yeah, huh huh. It's like, give a man a fish and he'll eat for a day. But, like, teach a man to couch fish, and he'll, like, just fish all the time.

It's not as easy as it sounds, however;

there are two enemies out to prevent you from getting this food. A big dog and an old lady will try to steal your line and your food. If they are successful, the couch fishing adventure is over until you can conquer another level.



Streets of Highland

The first thing you should do in this level is pick up the bat—it's very useful here because this level is full of birds and dogs that will try to take you out.

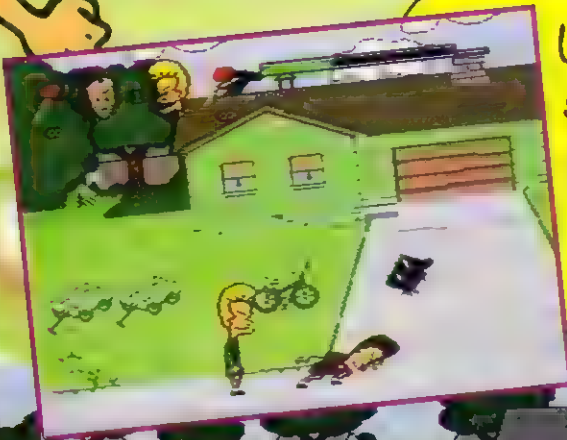


The most irritating creatures in this level are the birds. The birds will try to dive-bomb and drop eggs on you. If you're hit by an egg or if a bird is successful in a dive-bomb your health bar will diminish. You can avoid the birds by either ducking (press Down on the control pad) or hitting them with your bat.

Birds suck.

Hey Butt-head, like, what came first—the bird or the egg?

Uh, how'm I supposed to know, dumbass. That was back in caveman days.



The dogs are easy to find. All you need to do is listen for dog barks when you're walking along the fence.

When you hear a dog bark, one will charge through a fence.

Just use your bat to take care of them.

Your next task is to maneuver across some clotheslines by jumping from one to another. (Note: watch out for the dogs that jump between them.) The clotheslines are really bouncy, so time your jumps well.

The next section is kind of tricky—you must be very quick and have good timing.

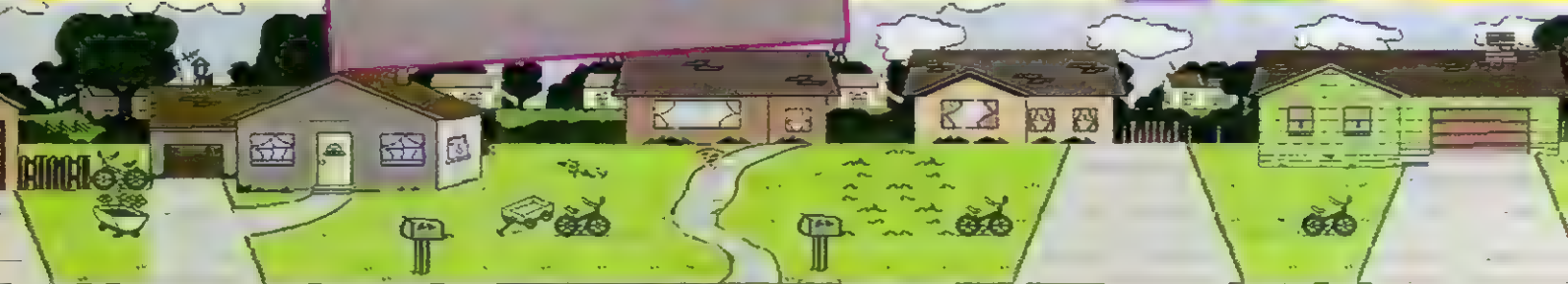
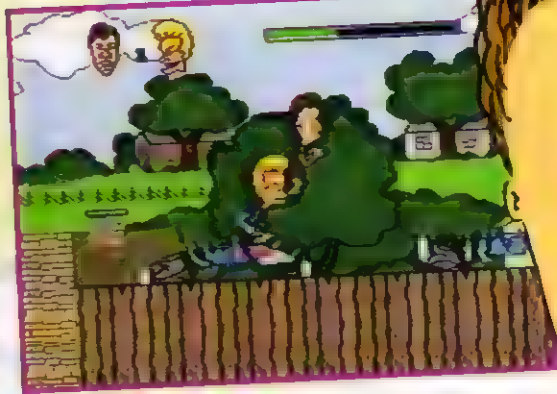
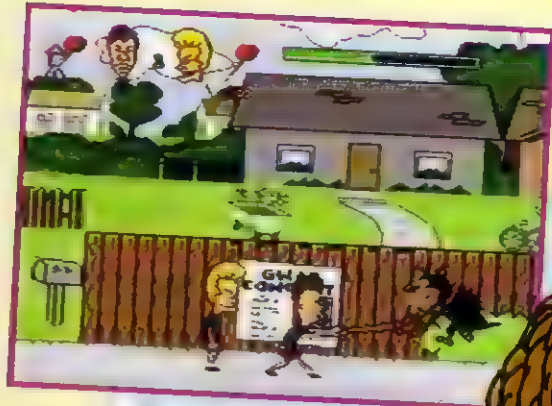
Now the boys get to travel through a street.

The key to getting through the street is to run quickly to each manhole. By doing this, you can reach the manholes before they pop off and you can hit them before they fly off.

Heh heh heh.

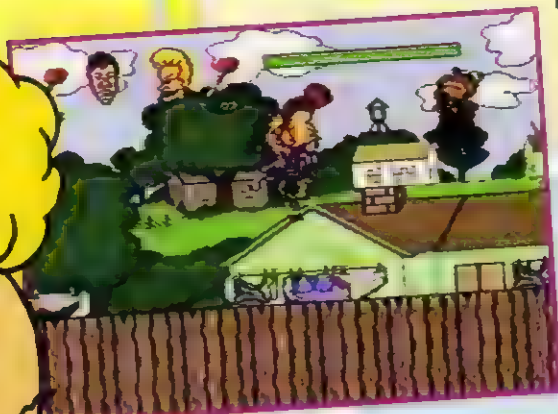
Keep your bat away from my manhole! Huh Huh Huh.

If the manholes fly off before you reach them, sometimes an alligator will pop its head out and try to bite you.



The next section of the game takes you back to the clotheslines and the jumping dogs. You must use your bat to hit the dogs jumping between the clotheslines. This will make things a lot easier.

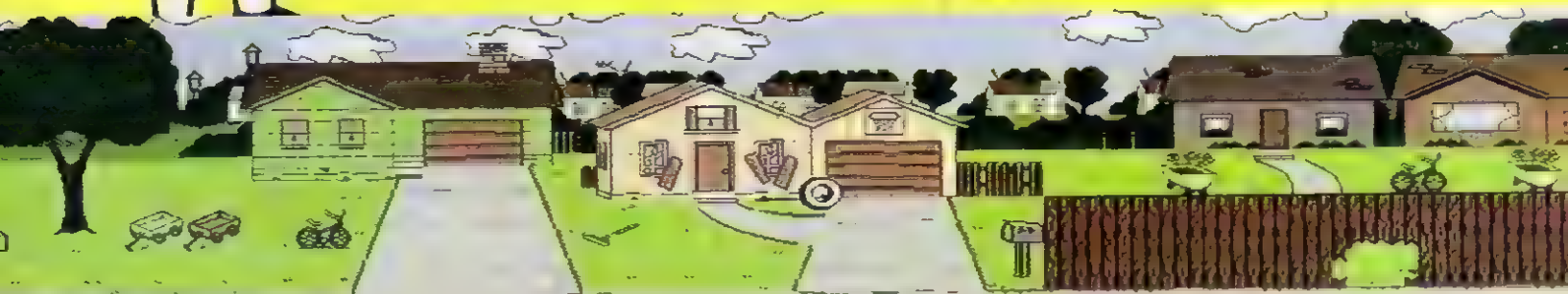
After you get through the second set of clotheslines, some birds will attack you—use your bat to hit them or just duck underneath them.



If Ozzy was here, he could just bite these birds' heads off for us.

Really. He'd be, like, go on ahead, dudes, I'm just gonna step off for a bite.

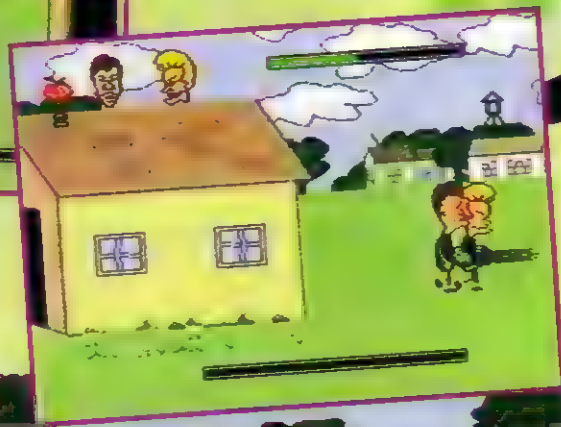
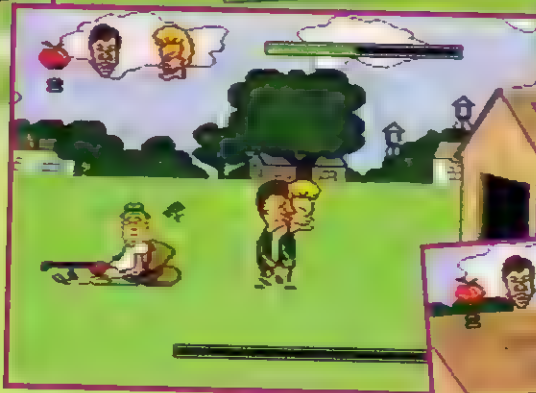
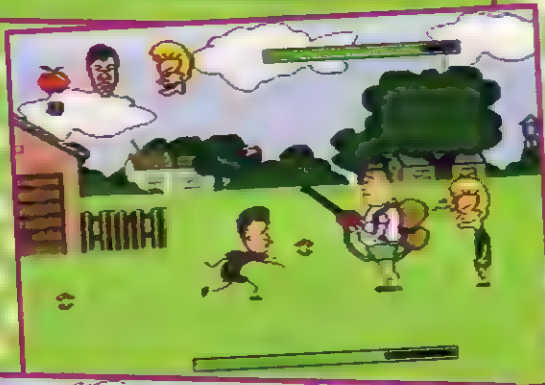
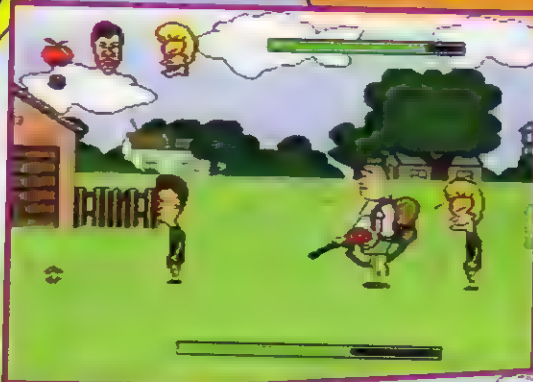
The next part of the game is probably the trickiest—it's where you take on Mr. Anderson and his leaf blower. But instead of blowing leaves, this one shoots out rotten apples. The key to taking out Mr. Anderson and his leaf (apple) blower is to get Beavis and Butt-head on either side of him (when this part of the game starts, press the A button and Butt-head will toss Beavis over Mr. Anderson).



Cool. This is where we,
like, kick Anderson's ass.

Rotten apples rule!

That way
one char-
acter can hit
Anderson with
the apples
and the
other can
throw back
the ones that
Anderson fires
with his leaf
blower.



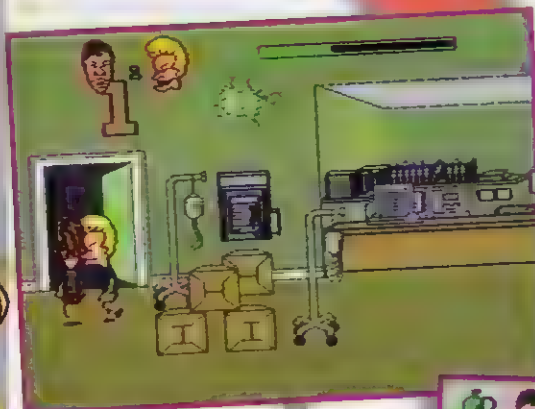
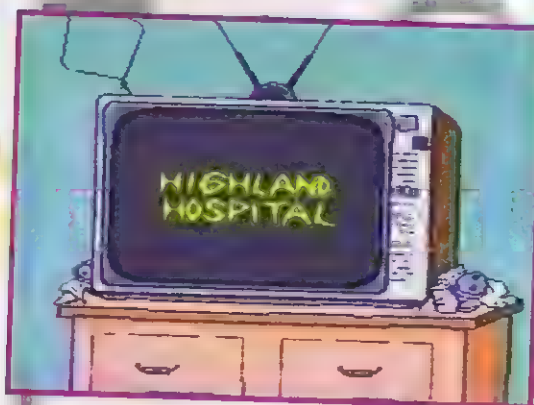
After you conquer the Streets of Highland, select Couch Fishing to refresh your health bar. Just use the same concepts as described earlier.

Huh huh, you know. You're supposed to use concepts when you're doing it. Like a condominium.

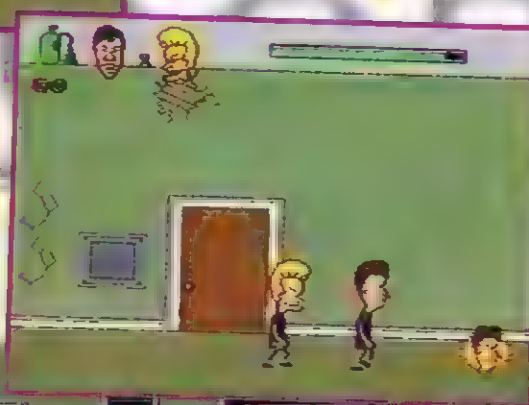
Um, what's a concept, Butt-head?

Highland Hospital

When this level begins, go into the first door that's off to the left.



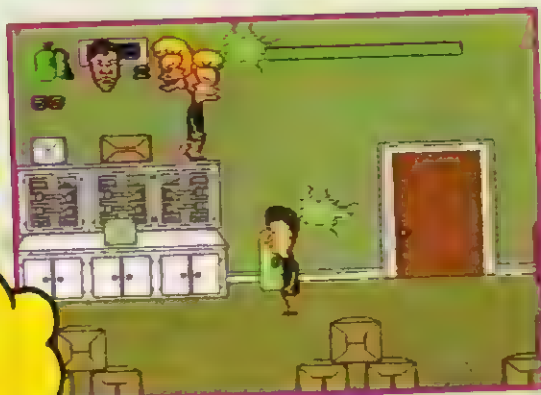
Inside you'll find plenty of money in the coin machines. There's also an extra life (in the form of Butt-head) at the end of the hallway.



Like, the more of me, the better.



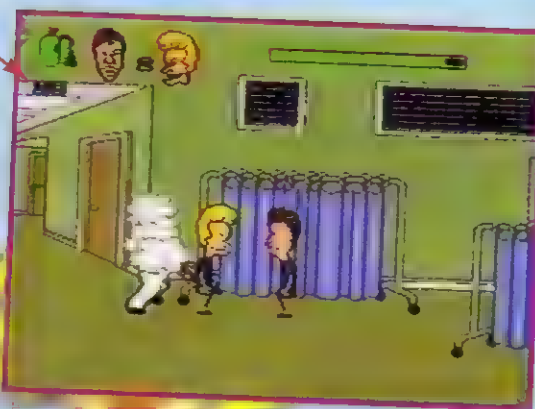
Enter the second door in the first level and you'll find an extra food bar in or on both white cabinets.



Continue down the hall and grab any fire extinguisher that you see along the wall (the tanks are enclosed in glass). You can use these to fire at people in the hospital. The fire extinguisher will disable any enemy that tries to take you out.

disable any enemy that tries to take you out.

This number indicates the number of shots available.

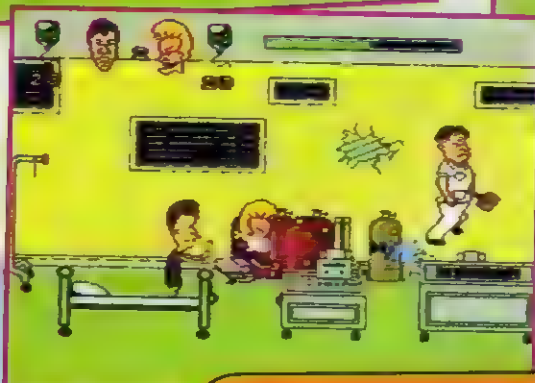
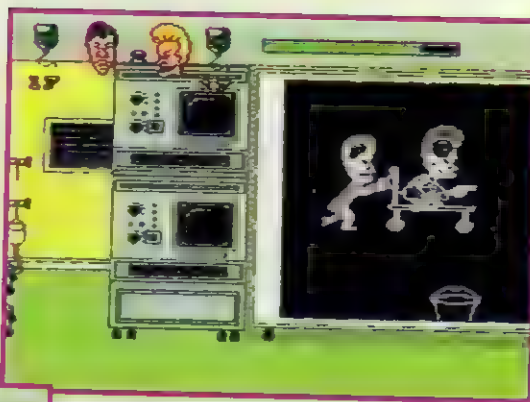
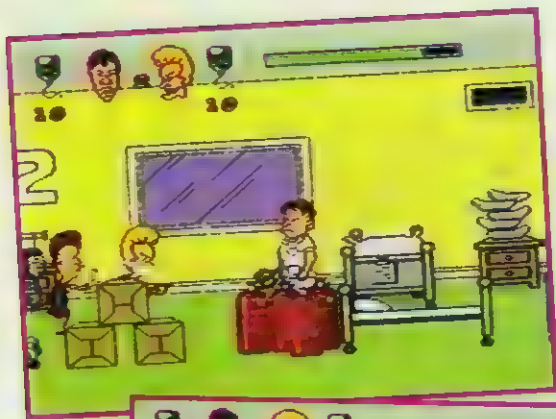


Take the elevator up to the next level. This section involves Beavis and Butt-head pushing each other on a gurney through the hospital halls. Just jump over the buckets and press the Y button to squirt the I.V. at the interns. You can acquire more I.V. liquid by jumping and catching the packets that are placed throughout the hospital.

Hey Beavis, whad'ya think is in those I.V. bottles?

Um, I dunno, but it's pretty tasty.



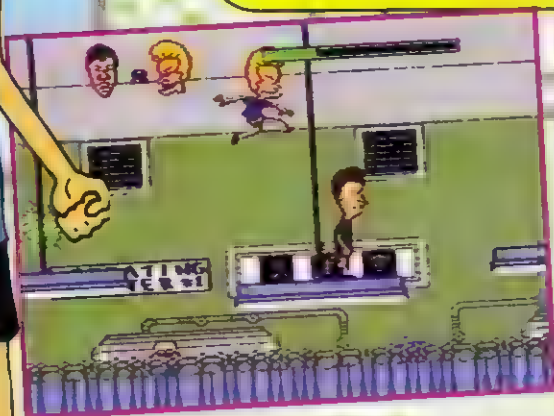


After the trip on the gurneys, Beavis and Butt-head wind up in an operating room.

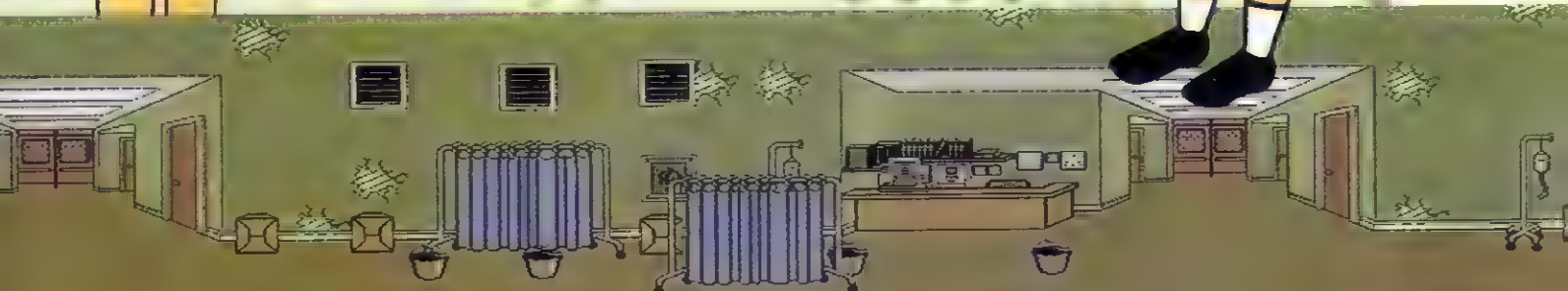
This is, like, where doctors cut the crap out of people.

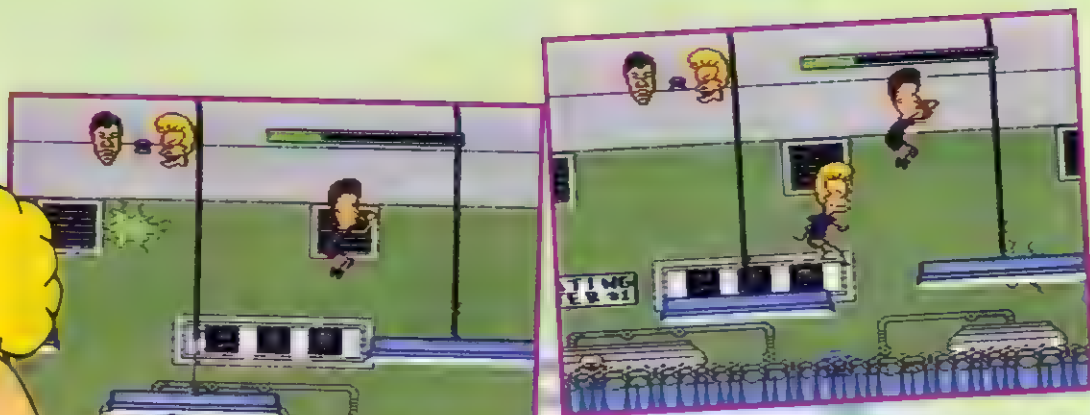
Yeah. Then when they get all the crap, they, like, uh save it or something.

That's cool.



The goal here is to jump from the hanging lights before they break—but there's a catch. The cord will lower the lights very quickly after you jump on them, so you must time your jumps.





After the operating room, you're taken back to the main part of the hospital. From there enter the first green door, which will take you to a new room. Then you must enter the next room by opening a brown door so that you can jump onto the white desk (just press the A button).

While on the desk, you can enter the gate at the top, which will take you to a place where you can gobble up some food to strengthen your health bar.

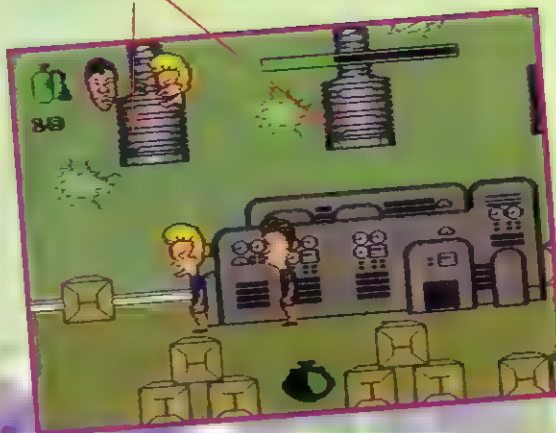
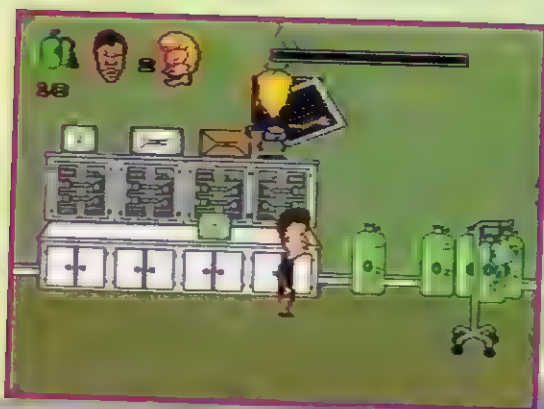
I think the Pilgrims invented gobbling. Back in the 1800s.

Oh, yeah. And then the Indians threw a big party to celebrate.

No kidding, dumbass. It's called Easter.



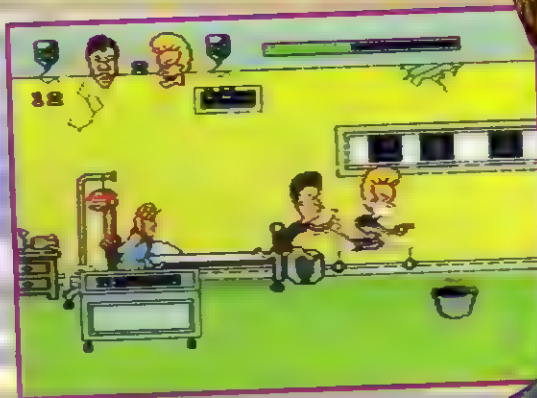
The food falls from these chutes.



When your time runs out on this level, enter the elevator to head up to the next floor. From there you are taken on another trip on the gurney, but this time Todd is chasing you too.

Just jump over the buckets and use your I.V. gun to shoot the intern. Don't go too slow though because Todd will catch you from behind.

The final battle involves taking on a mean nurse.

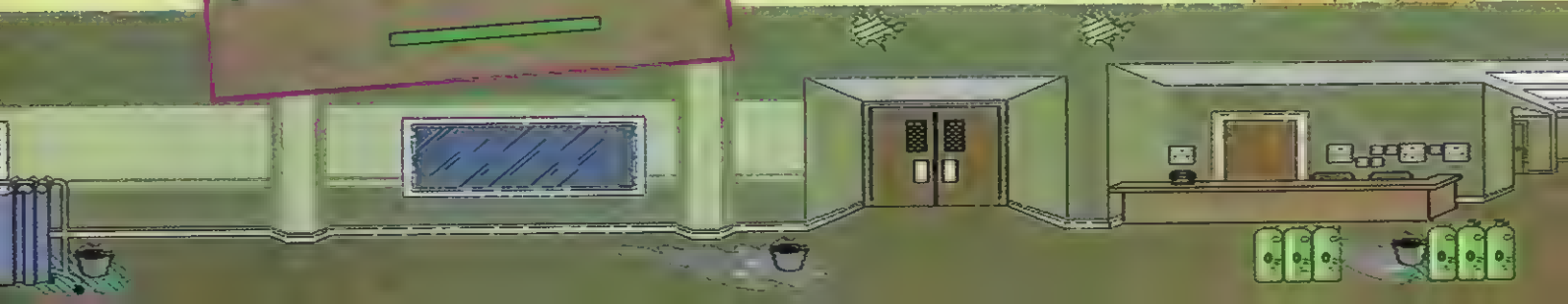


This chick's gonna kick your ass, Butt-head.

I haven't met a chick yet who could kick my ass.



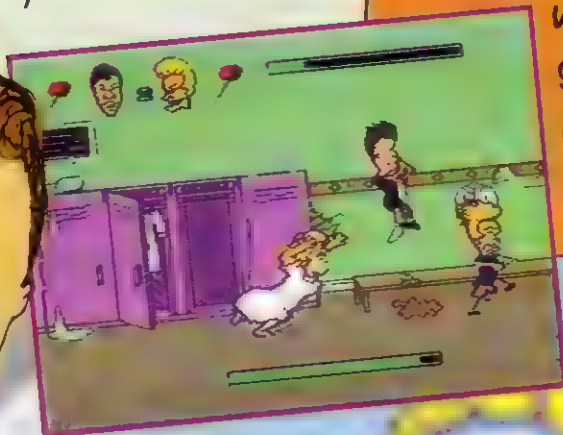
There are two things you must do to defeat the nurse. First, you must hit her with your bat. After you hit her and knock her down, quickly run



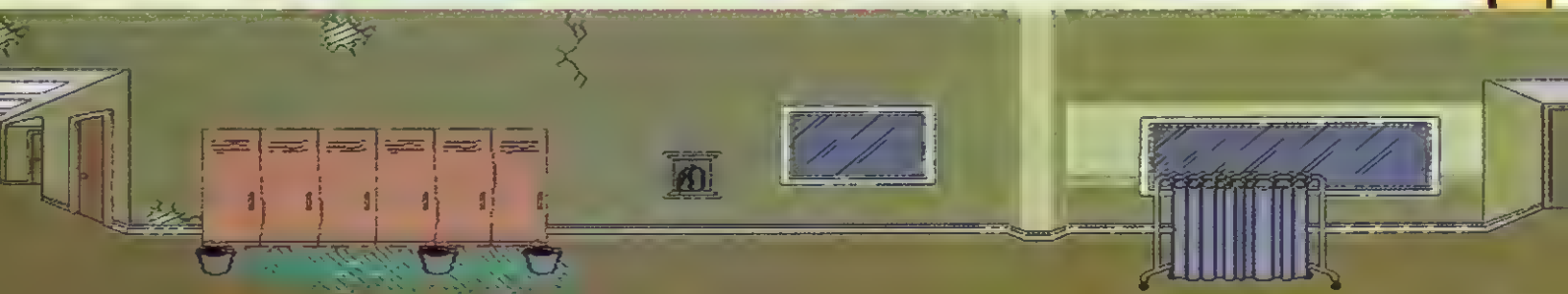
and jump over her and hit her from the other side, but beware of her "butt hit"—it'll knock you down fast.

She's trying to grab your butt, dude. Huh huh.

Yeah, heh heh. If I wasn't trying to get away from her, I'd probably let her, too.



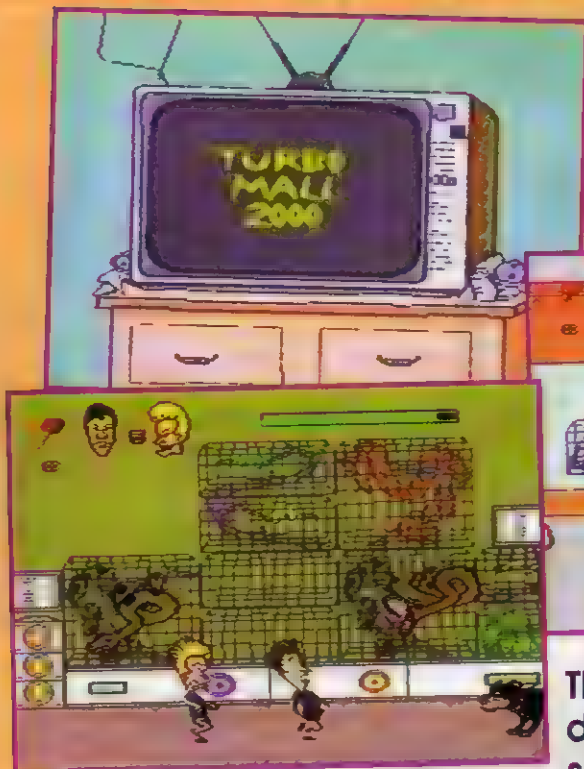
It will take quite a few hits to knock her out for good, but after she's down you can head to the next level.



Turbo Mall 2000

First Floor

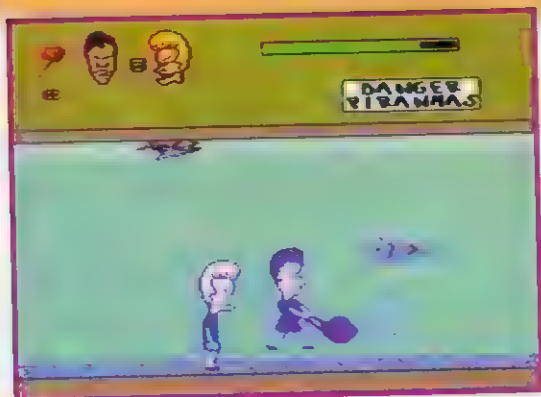
The first store you can enter in Turbo Mall 2000 is the pet store.



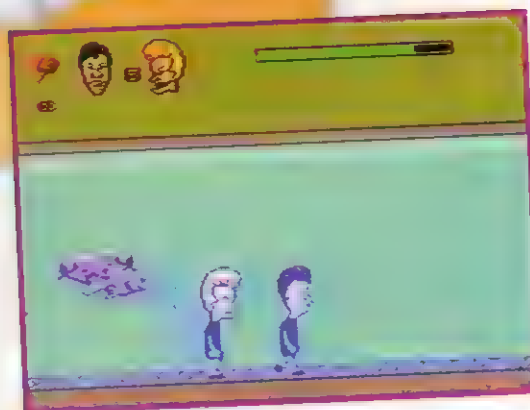
The first thing you need to do is jump or run past the snakes. Next comes the

most difficult part of the Pet Store—getting through a tank full of piranha. When you're in the tank, use your bat to hit the fish.

About halfway through the tank you'll find an extra life (in the shape of Butt-head).



After the Pet Store, you encounter Earl, who's throwing baseballs at you. Just use your bat to hit

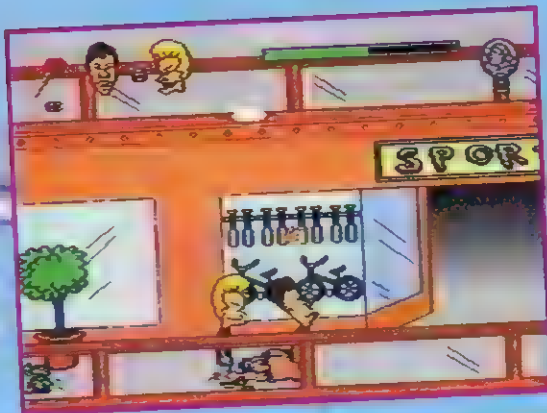


COMICS

the balls back at him and when they hit him, he'll eventually go away.

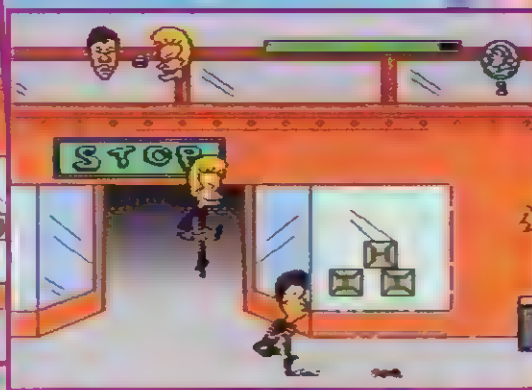
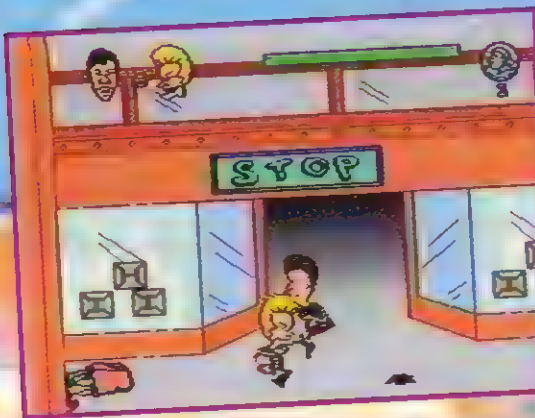
Check all the phone booths for money, but watch for falling sacks of food—avoid these at all costs.

Remember, however, that some of the sacks have food in them that you can eat, but you must eat the food before it hits the ground.



The next section is filled with some cool jumping spiders and pogo sticks for Beavis and Butt-head to play with. You need to stomp the spiders with the pogo sticks by

pressing Up on the control pad to get on the pogo sticks and right or left for the direction you wish to move.



PET STORE

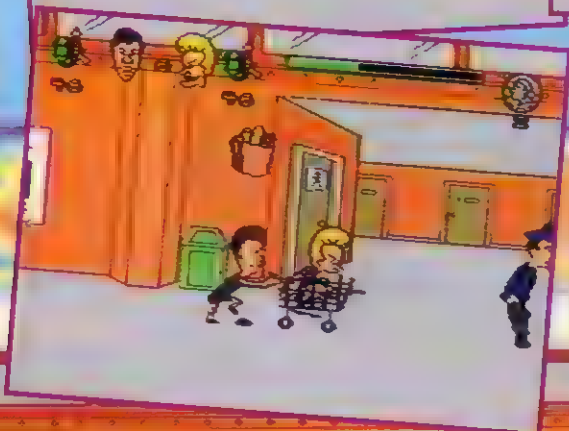
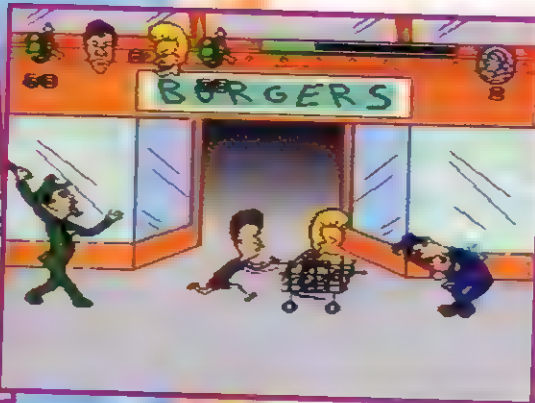
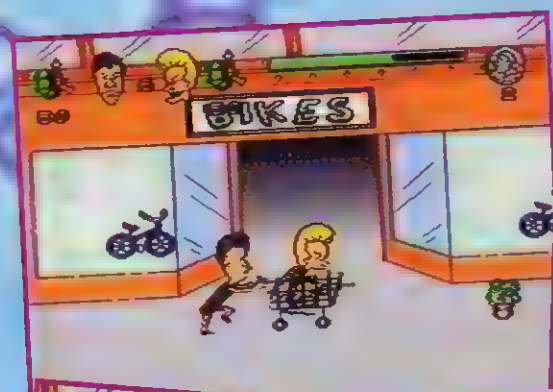
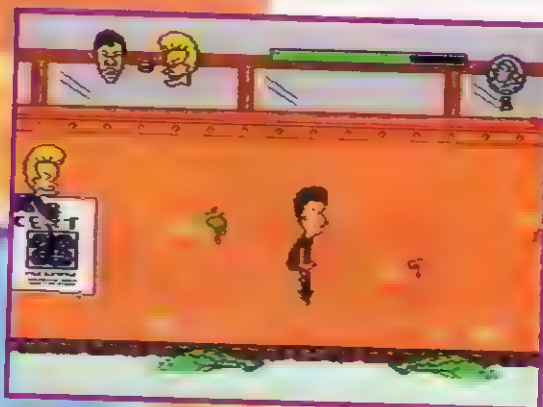


The spiders aren't totally defenseless though; they will jump at you, but they do so in a timed manner. Just watch them carefully and time your jumps.

The final section of the second floor contains an alligator pit. The only item you can use to get through the pit is your pogo stick, so time your jump carefully—there's no easy way out. Now you'll be on your way to the third floor.

Third Floor

The first obstacle you will encounter here is a ride similar to the one in the hospital. This time, however, you will push each other on a grocery cart through the mall. You can press the Y button to shoot the cops with your water gun and press the B button to jump over the potted plants.



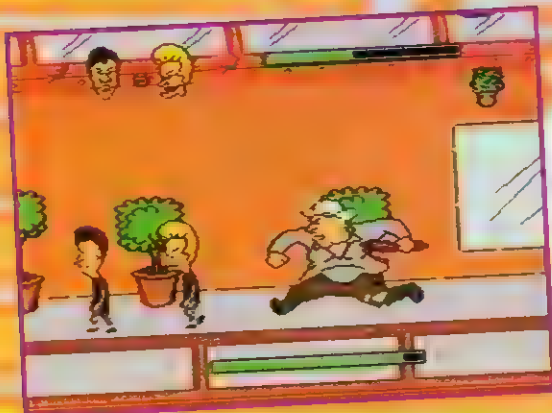
You need to watch out for falling groceries, too.

Make sure you stay to the far right of the screen to avoid the groceries and also the cop that chases



you from behind. You must be ready to fire quickly, however, because a cop will come from the right side of the screen.

The final battle is with Billy Bob and it's a fight to the death. Your only weapon is the bat, so use it to hit him. But watch out when he jumps and lands—groceries will fall from the next level.



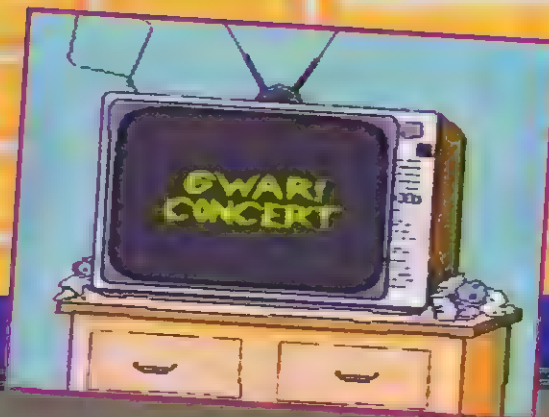
After you beat Billy Bob, you'll be on your way to see the coolest band ever—GWAR! They rule! They rule!

Like, who is this dude, anyway? This wuss is just pretending to like GWAR so we'll think he's cool.

Yeah, heh heh, he probably likes Milli Vanilli, heh heh.

GWAR Concert

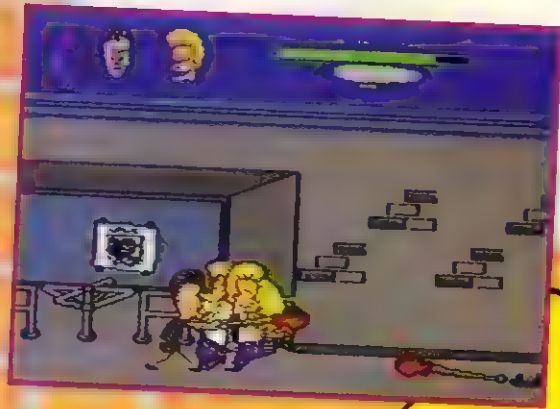
The first thing you should do in this level is pick up the bat—you'll need it real soon. But don't forget about avoiding the falling objects at the beginning of this level.



A security guard will appear as soon as you find the second bat. You must hit him quickly before he pulls his gun on you.

You'll also need to avoid the Biker Chick and the skateboarders in the level.

You can defeat the Biker Chick easily. All you need to do is stay just out of reach of her chains and hit her with your bat. It's easy to tell when she's approaching because you can hear the click of her chains.

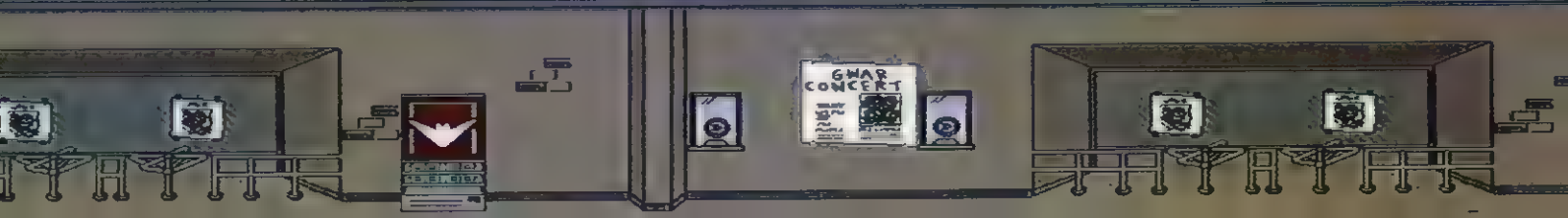


Like, don't try this with other chicks, huh huh.

Yeah, like, believe it or not, a lot of chicks aren't into skateboarding.



After your battle with the Biker Chick and the security guard, pick up the gun and as much ammo as possible in the concession area—it's a very important weapon once you get inside the actual concert.



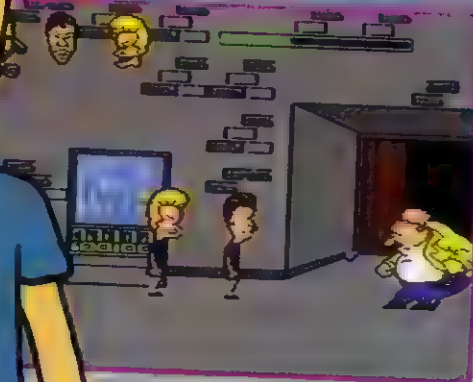
The reason to use the gun over the bat is, because the bat is too slow. The gun gets shots off more quickly and covers more ground.



What do I use, my gun or my bat? My gun or my bat? My gun or my bat? Aghhh!!!

Inside the concert

Watch out for falling lights, the security guard, the Biker Chick, and the skateboarders inside the concert. You should know what to do with these dorks—just use your gun.



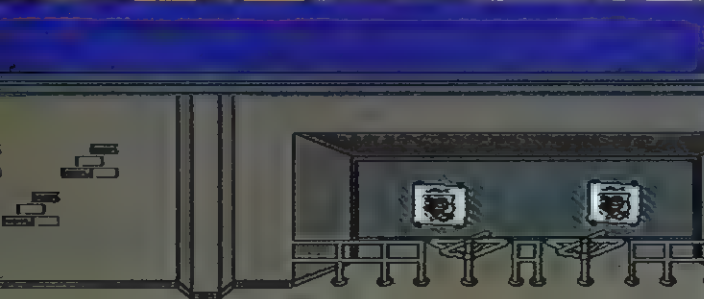
Try to be cool, Beavis.

After you reach the concert stage, there are a few things to look out for. The first is the security guard. He's pretty relent-

less, but only use one shot to take him down—you need to save your shots for later. The shot will only stun him for a few moments.



SKULL



You'll also need to get by members of the band. The best way to get by the guitar player is to just run by him. Remember to keep an eye on his guitar because he'll swing it at you when you go by.



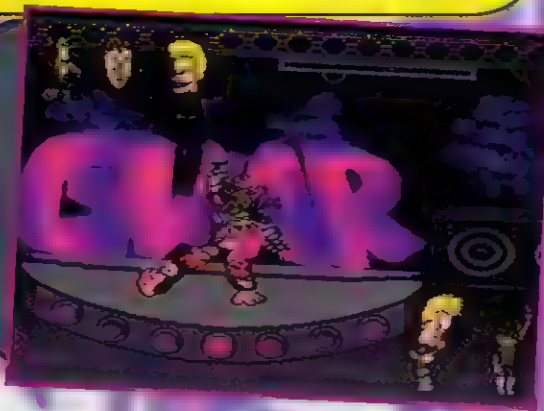
They said "members."

When you get in front of the stage, watch out for the band leader because he'll try to kick you as you go by. You just need to time your run by him.



Whow. It's like an honor to get your ass kicked by this dude.

Really, heh heh. Thank you, Oderus, may I have another?



Congratulations! The mission is complete and it's time to rock!

Duh Duh, Da Duh Duh, Da Duh Duh,
Da Da Da Daaaa, Duh Da!



MTV's
MUSIC TELEVISION

BEAVIS AND BUTT-HEAD™

Beavis and Butt-head for Sega Genesis

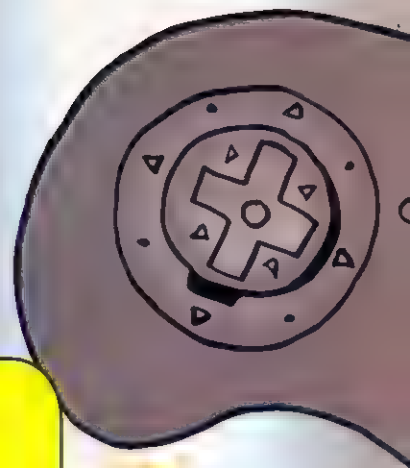


Game Basics

O.K., like, if you don't know this stuff, then you probably suck.

Yeah, and if you don't suck, then you're probably just stupid, so like, you might as well suck.

THE CONTROLS



A BUTTON

This makes you, like, run real fast.

B BUTTON

This makes you jump like that David Lee Roth dude.

Yeah, Van Halen rocks!

Shut up, Beavis! He's not even in Van Halen, dumbass.

So what, Butt-head. They still rock.

C BUTTON

This button is cool because it, like, does everything else, like shoot weapons and stuff.

Yeah, heh, heh. Ready, aim, fire!

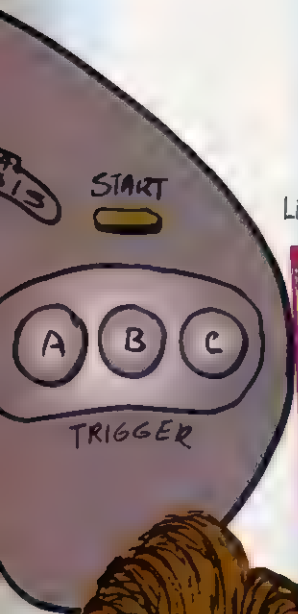
Cheater's Box

- A BUTTON**—RUN (WHILE HOLDING LEFT OR RIGHT)
- B BUTTON**—JUMP, SWITCH BETWEEN CHARACTERS AFTER PRESSING START
- C BUTTON**—USE WEAPONS, PICK UP ITEMS, USE ITEMS, AND ATTACK ENEMIES (AFTER SELECTING A DEFENSIVE TOOL)

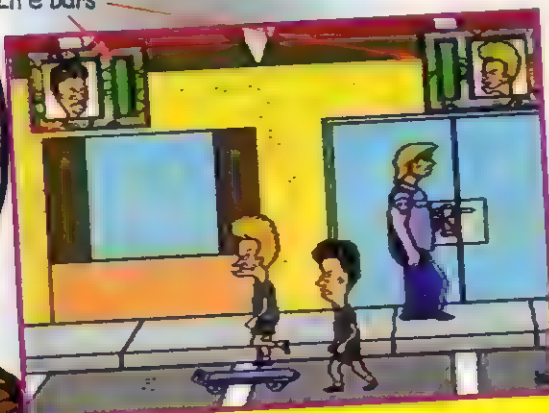
Settle down, Beavis. This button also lets you, like, pick up cool stuff and, like, use it for stuff.



That Stuff On The Screen



Life bars



LIFE BAR

Tells you, like, if you're

a wuss or if you're, like, really strong like that Henry Rollins dude. That dude just sits around all day kicking peoples asses.

STATUS BAR

Heh, heh, bars are cool, 'cause that's, like, where you pick up chicks, heh, heh.

Beavis, the only bar you've ever seen is the metal one I used upside your head, huh huh huh. This bar tells you stuff like, how many cool weapons you have.

SUCKS OPTION

Press this when you're getting your ass kicked, and you can, like, leave the level you're on.

What a wuss!



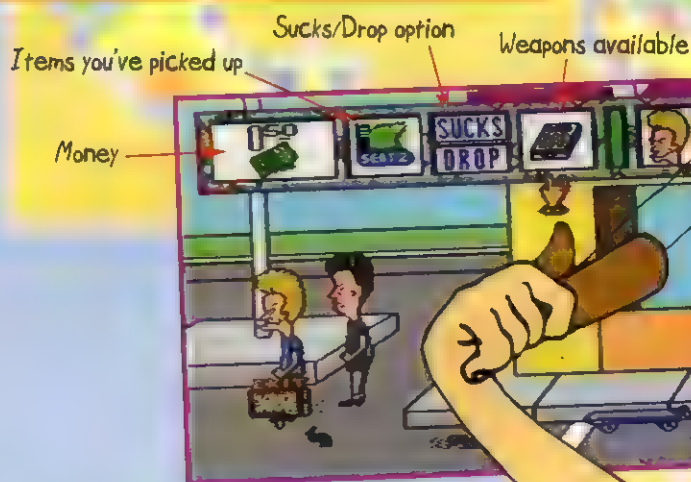
**DROP
OPTION**

This lets you drop stuff
that sucks.

MONEY

Look here to find out
if you're, like, rich or
something.

Being rich is cool, heh heh.



Stuff For, Like, Smart People

To access the status bar, just press the
Start button (to toggle between Beavis
and Butt-head, press the B button).

Hey, Beavis, are you
toggling? Huh huh huh.

Um, not at the moment, no. Heh
heh, but now that you mention it...

In 1-player mode, you control the player of your choice and the computer controls the other.

Only the player that you control can lose energy on his life bar. If your life bar starts to diminish, just switch characters so that your new character will have a full life bar.

It's cool playing alone.

Beavis, you haven't been alone for as long as I've known you.

I know, I was just, like, imagining or whatever.

In 2-player mode, both characters can lose energy on their life bar and when the life bars are depleted, the game's over.

Each character can carry up to four items when going to a new level. These items that you pick up are important in the game because you can use the items to access pieces of the GVAR tickets. To see these items, access the Status bar and then press Up or Down on the D-pad.

Only drop items in the bedroom because if you drop them anywhere else, they may not be there when you come back. By picking up the items and leaving them in the bedroom, you'll always know where they are located and you have easy access to them when going to a new level.



The Story

Uh, like, we, like, had these tickets to the GWAR concert. Yeah, and then all the pieces got ate up by his buttmunch dog.

But then, like, they got wasted by Anderson's lawn mower, heh heh.

So now the pieces are all over the place.

Heh heh, torn up tickets suck.

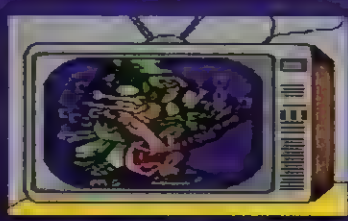
Really. But, like, if you can find all the pieces we can go to the GWAR concert.

GWAR rules!

SOMEWHERE
IN A SMALL AMERICAN TOWN



CHANGE IT!



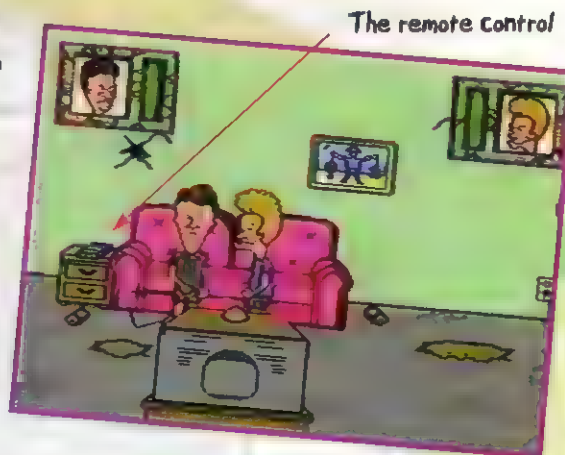
THIS SATURDAY NIGHT
GWAR!



WE'RE THERE BUDE!

Beavis and Butt-head's House

The house is where you select the different parts of the town to wander through. You can select from the following options that appear on-screen: The Street, Hospital, Burger World, Turbo Mall 2000, Highland High School, Drive-In, and GWAR Concert. To select any option, you must have the remote control in your possession. The remote is located on the table next to the couch.



Like, if you don't have the remote, life is gonna suck for you.

Really, it's like in pioneer days when they had to change channels by hand all the time. That's when everybody died when they were 23 or something.

After you have the remote, take some time to explore the bedroom. You can get to the bedroom through the door located on the right side of the screen.

The bedroom is where we do most of our scoring with chicks.

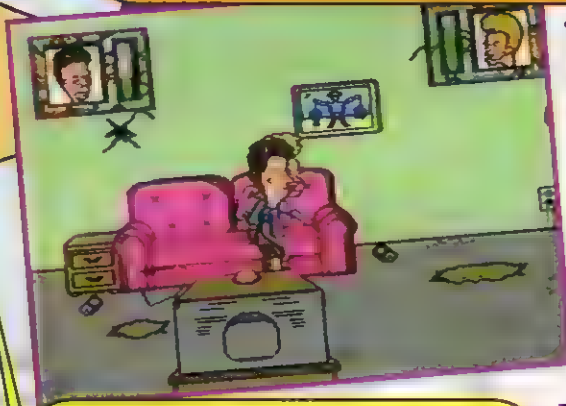
What scoring, Butt-head?



In the living room, you'll find Beavis and Butt-head's favorite items—a TV and a couch.

Favorite items, my butt! My favorite items are uhh, um...the TV and, uh, and something else.

Yeah, me too. I like the TV and...um...the couch is pretty cool.



There are several items located in the couch that you can use as bait to go couch fishing.

Couch fishing is cool!

Those items are: a piece of pizza, a doughnut, and a walkman. There

are other items you can pick up throughout town to use as bait also. Included in that list are a document from the Army office, some chewed-up gum, and a boot.

There are a few important items to find in the bedroom

Or you can just pick your butt! Heh Heh Heh.

that can be used throughout the game. There's a pair of jeans under the bed that are very useful in Turbo Mall 2000 and the camera in the dresser comes in handy at the Drive-In.

The window in the bedroom is a key part of the game—it's where you store each piece of the concert tickets. Remember that when you pick

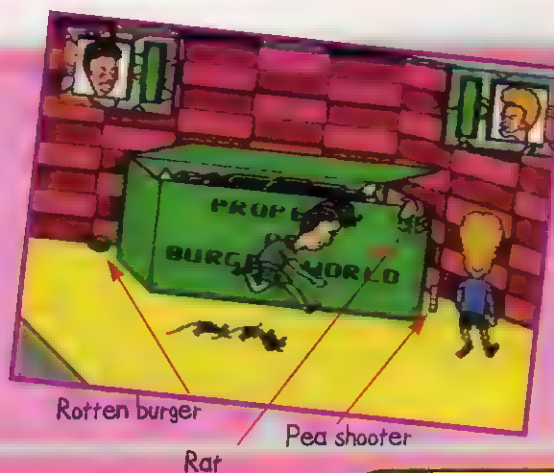
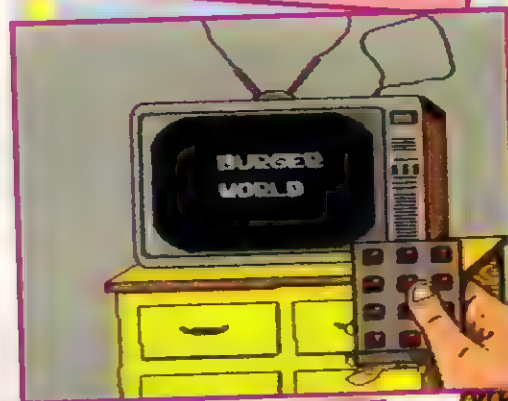
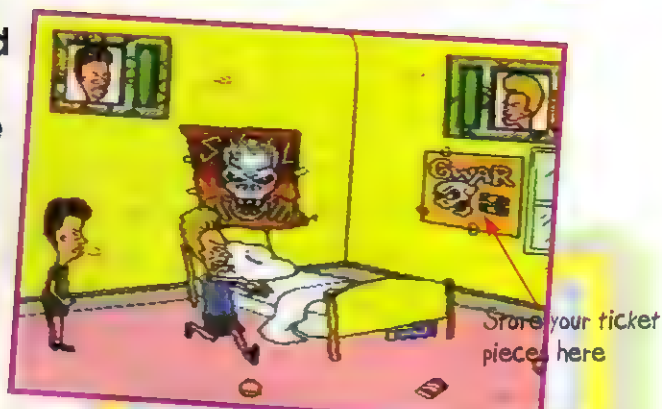


up a piece of the tickets, you need to return it to the house and the original location of the ticket in the bedroom.

Now the adventure begins! First step, Burger World.

Burger World

First, you need to go to the back of Burger World and dig through the trash. Pick up the dead rat hanging from the edge of the trash bin and the peashooter. Also, eat the rotten hamburger at the side of the dumpster—it's important for later in the game. Remember to use Butt-head to eat the burger.



Cool! You get to, like, eat rotten meat with maggots and bugs and stuff.



Next, go to the back of Burger World and enter the following password to get into the store: BUTTHEAD. Now it's time to get to work. After you're inside, drop the rat into the deep fryer and then pick up the fries on the counter and dump them in too.

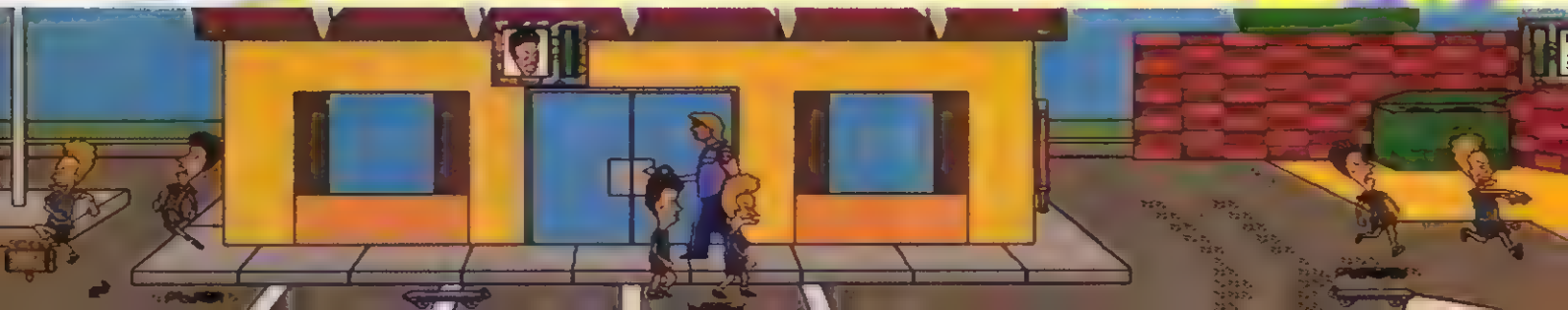
Enjoy your rat!

When the fries are finished give them to Stewart's dad who's waiting out front. He'll eat the fries—rat and all—and leave you with, well, quite a surprise.

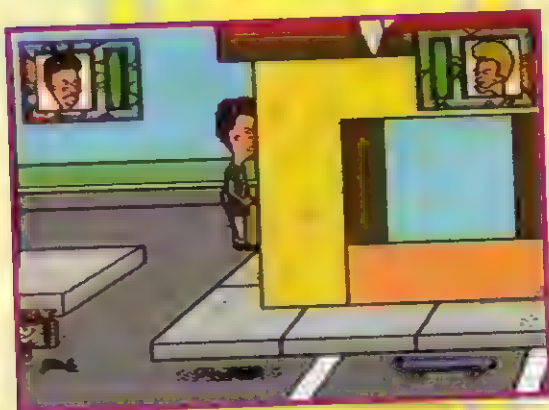


Uh, I'm not cleaning that up, dude.

Me neither. Let's like ignore it, and maybe it'll just, you know, go away.



Before you leave Burger World, grab the headset—you can sell it later for some cash at the mall. Next, turn down the left-hand side of the store and walk

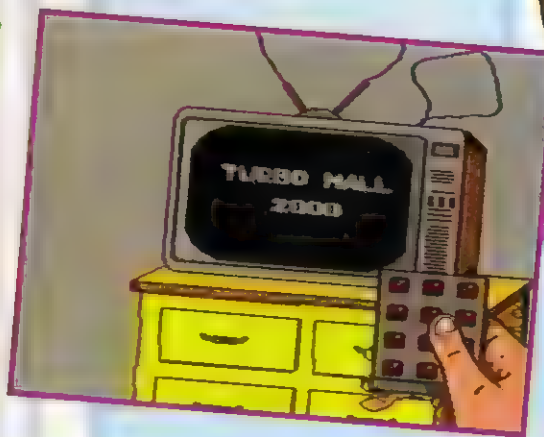


to the back of the wall to find some food. Eat it to restore any lost energy. You'll hear a satisfying belch when one of the characters picks up some food. The only enemies in this level are Todd, a chick, and some rats.

Remember, to exit a level you must have the remote control selected. Now you're ready to head to the mall for a little shopping. But before you go to the mall, there's some business to take care of at the house. Take the ticket piece to its place in the window and then pick up the pants under the bed.

Turbo Mall 2000

The first thing you need is money. How do you get money you ask?



Uh, is this a quiz?

Yeah, 'cause, um, I don't think we like covered this yet. You know, like, in class or whatever. Heh heh.



The answer is by selling items that you find in the game. Take the headphones you picked up at Burger World to the second floor and sell them to the guy at the Pawn Shop. There are three items that you can sell. The items are listed below with the amount you'll receive for each:

Duck	.50¢
Binoculars	\$1.90
Headphones	\$2.80

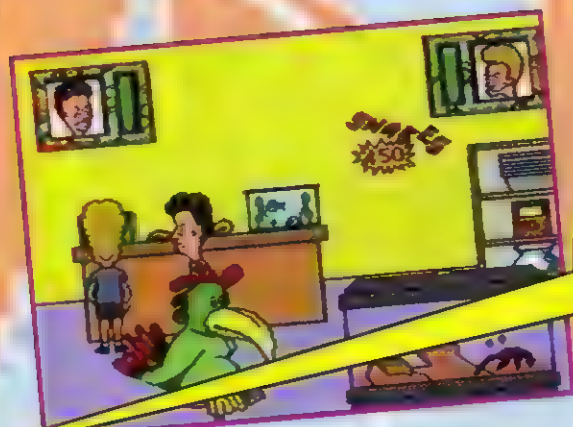


If you, like, sell the headphones then you're, like, rich and stuff.

Yeah, you'd have to work all day at the World to make two-eighty.

With the money in your pocket, it's time to head to the Pet Store on the first floor. Walk over to the snake and press the C button to pick it up and then take it to the cashier to pay for it. When the salesman asks you if you want the gift wrapped, say yes and while he's busy wrapping the gift, grab the key on top of the cash register.

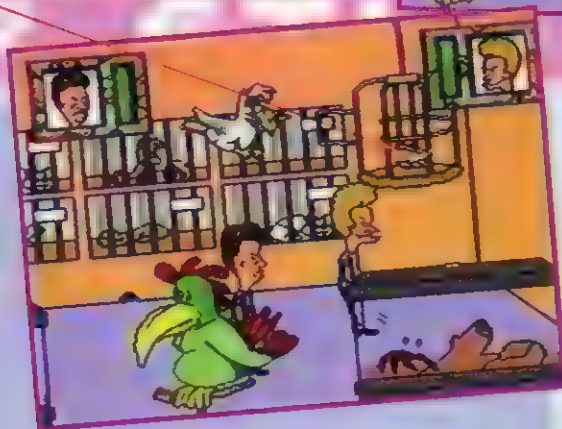




Yeah, snatch it, dude!

Now use that key to open the bird cage at the end of the store. But watch out—the bird will fly out and start dropping eggs on you.

Check here for a surprise



Don't let them hit you because it will diminish your life bar. Don't forget to check the cage—there's something in there you'll need.

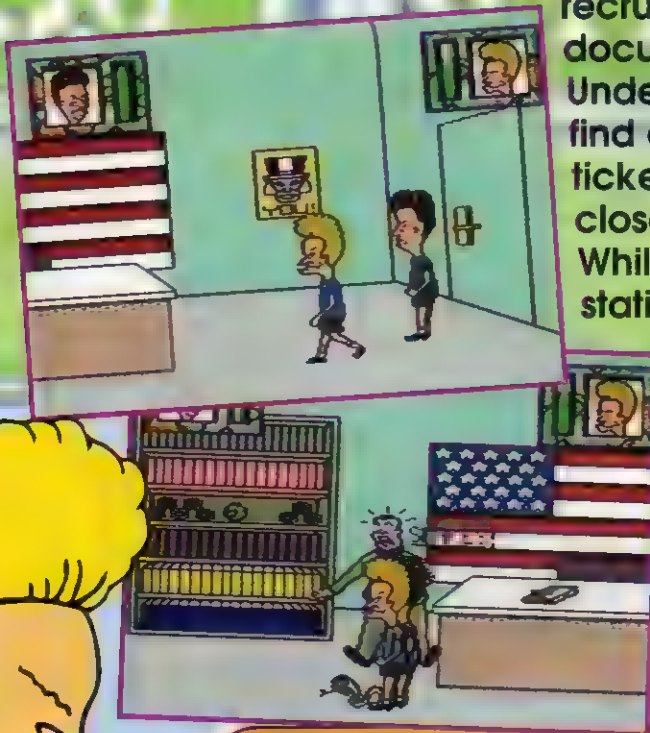
It's probably, like, some turds or something.

Yeah, sometimes turds are cool, but I try not to get mixed up with bird turds.



Next, go to the Army recruiting station and visit Sgt. Dick Leaky. Now's the time to use the snake that you purchased. Let the snake go in the office and when the

recruiter freaks out, take the document that's on his desk. Under the document you'll find another piece of the ticket. You're now one step closer to rocking with GWAR. While you're in the recruiting station, go ahead and pick up the bomb on the bookshelf, too.

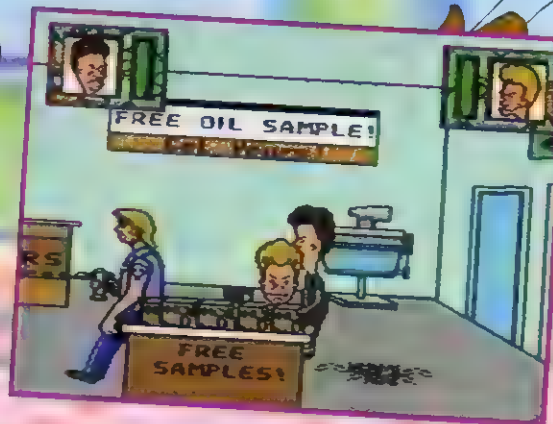


Cool, That Army dude's a wuss.

Heh heh. Snakes rock.

Next stop, the auto parts store. They're handing out free samples of oil, so you might as well pick one up. The only enemy to watch out for is Todd. Again, all you need to use to take care of him is the peashooter.

Make sure you have the oil, the pants from B and B's bedroom, and a bar of soap before you try this next



SKULL



move. (You can get the bar of soap from the bathroom in the yogurt shop.) You must have all three items to successfully complete this task. It's time to visit the laundromat.

Go to the last washer and put the oil on the washer—this keeps the door from squeaking when you open it. If you don't oil the door, you'll awaken the old lady and you won't get out of the laundromat alive.



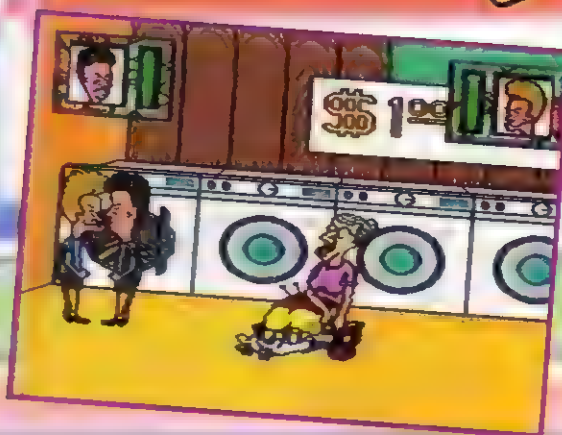
That old lady will, like, kick your ass, Beavis.

No way, Butt-head. I'll just, like, kick her in the nads.

Beavis, you buttmunch. When you're that old, you lose your nads.

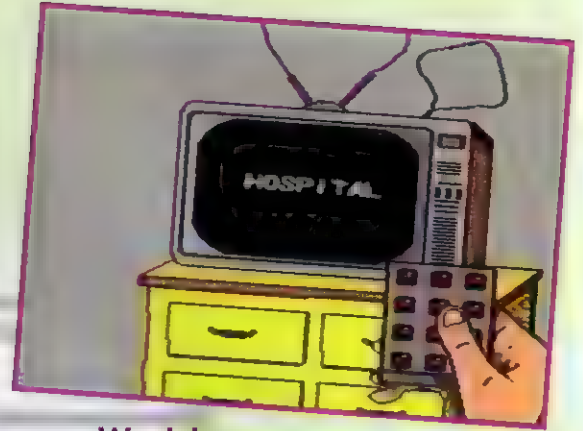
There's another piece of the GVAR puzzle in the washing machine along with some food. Remember to take the pieces of the ticket back to the bedroom!

Finally, use the bomb to blow up the toilet in the yogurt shop. You'll be given a hint for the Drive-In.

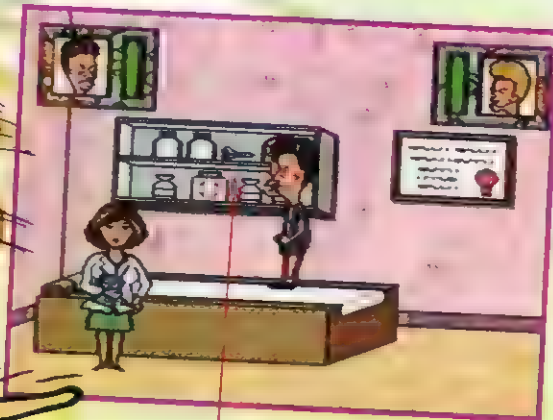


Hospital

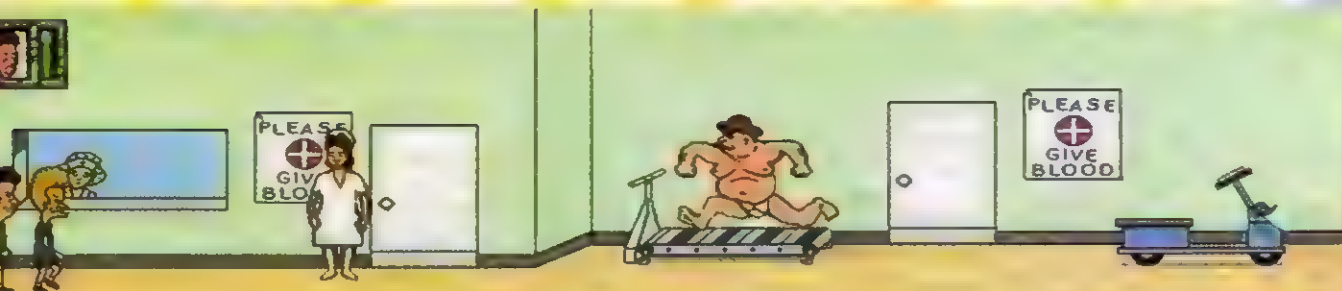
The mall cop is guarding the outside of the hospital, so be prepared to take him out with your peashooter. After he's taken care of, enter the hospital and check into the sick room. (Remember, you must eat the hamburger that's sitting at the side of the dumpster at Burger World or you can't check into the sick room.)



The doctor will give you a shot that will refresh your life bar but don't leave just yet. Jump onto the examination table and pick up the scissors on the shelf—they'll come in handy at the GWAR concert.



Scissors

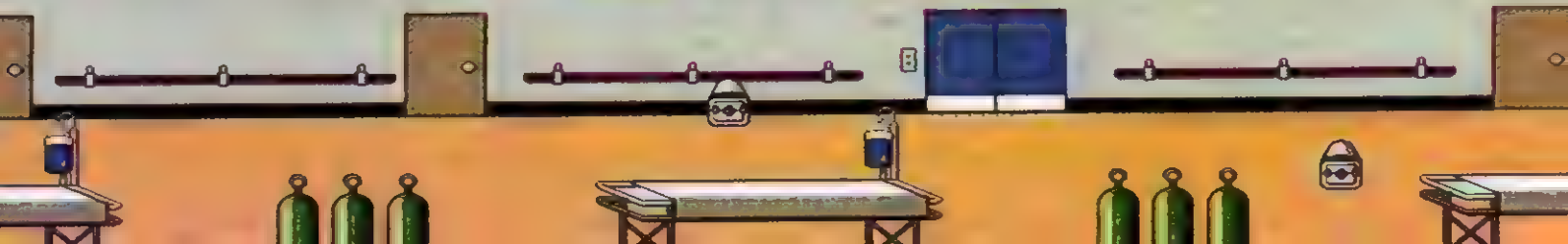
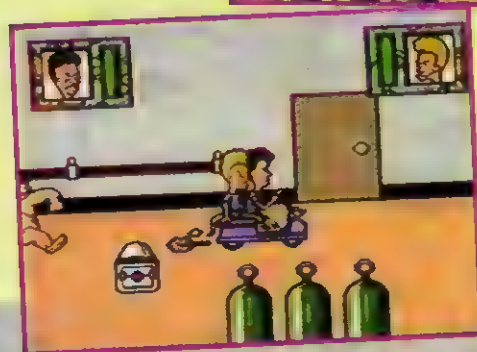
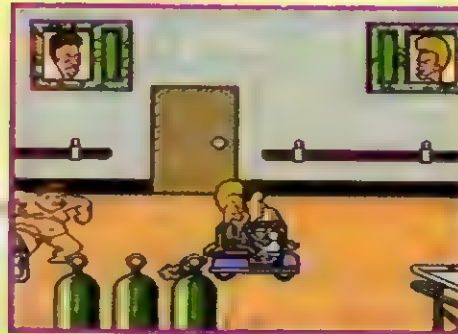
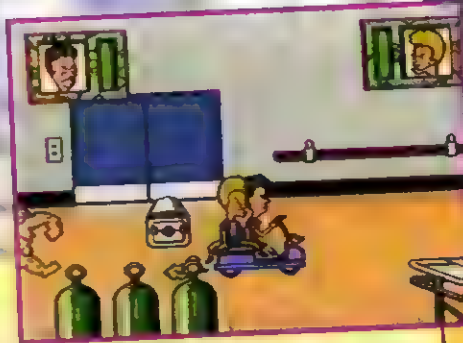


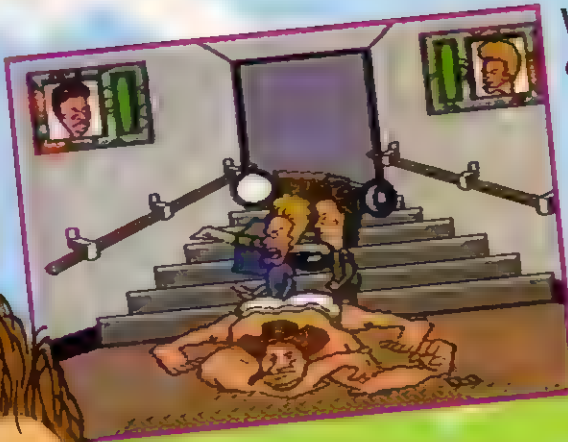
Yeah, then ask the doctor if she'll, like, check out your butt. Huh Huh.

Doctors are stupid.

Now it's time for a wild ride through the hospital's halls. But first you must get by some bozo that thinks there's a barbeque in the hospital. Just use your peashooter to take him out.

After he's out of the way, jump onto Billy Bob's scooter and zig-zag through the maze of trashcans. The more cans you hit, the slower you go and if Billy Bob catches you, it's back to the beginning of the game.





When you make it to the end of the hall, you're sent on a ride down a flight of stairs. The good thing is Beavis and Butt-head make it out unharmed, but Billy Bob doesn't get quite so lucky. You'll find another piece of the ticket next to Billy Bob.

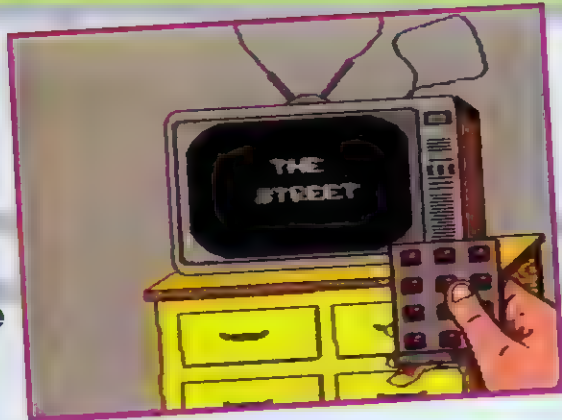
Like, make sure you don't grab something in his pants that sucks, huh huh huh.

Yeah, like a piece of glass or something. Heh heh.

Your work is through at the hospital and now the adventure continues in the Streets of Highland.

The Street

The streets are guarded by Earl, the toughest of the enemies to defeat. Your best bet is to use your trusty peashooter or your dart gun.



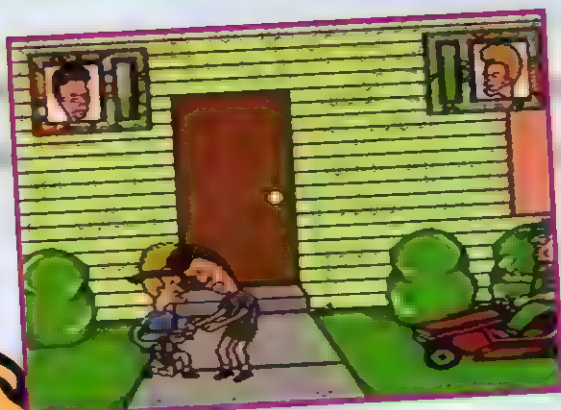
After Earl's out of your way, enter the second house, which by chance happens to be Mr. Anderson's. Anderson has the key that you need to get into his shed. It

won't be all that easy to get either, because Mr. Anderson throws beer cans at you the whole time. Just use your peashooter and you'll take care of him in no time.



Yeah! Shoot him! Shoot him!

Calm down, Beavis! We're just getting to the part where we get to kick someone's ass and you have to talk all over it.



Approach the lawn mower and pick up the key. Keep it for now and we'll come back to Anderson's later. Next, you must travel through the sewer under the streets of Highland.



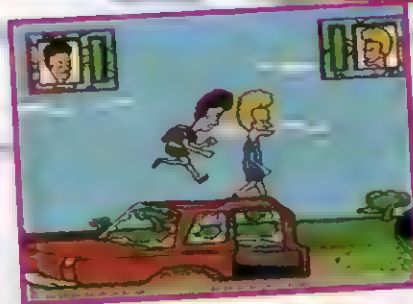
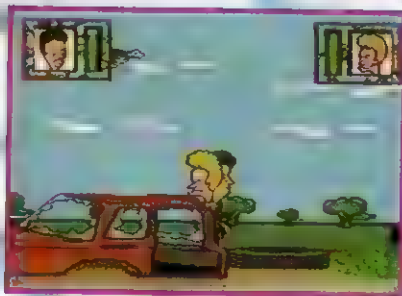
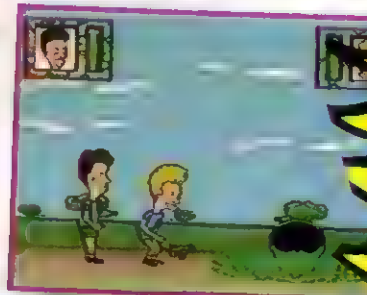
Cool! That's like where all the crap goes when you flush.

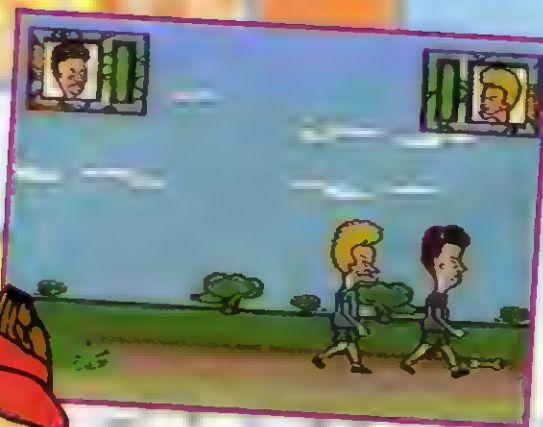
In the sewer you must jump over sludge and avoid plenty of rats. It's not all that easy—your timing must be very good.

After exiting the sewer, you'll enter the dump.



The first thing you'll find is a dart gun—pick it up along with any other object you may run across. You'll travel past wrecked cars, old refrigerators, some more rats, and other obstacles before you reach the end of the maze (Todd pops up here too). Pick up the dog bone and head back through the mess again.





You'll then need to track back through the sewer again. But before you do, pick up the duck. (Need some cash?) Go back to Anderson's house and move toward the shed.

Anderson's dog is guarding the shed, but all you need to do is throw the bone in his direction and the dog will run off.

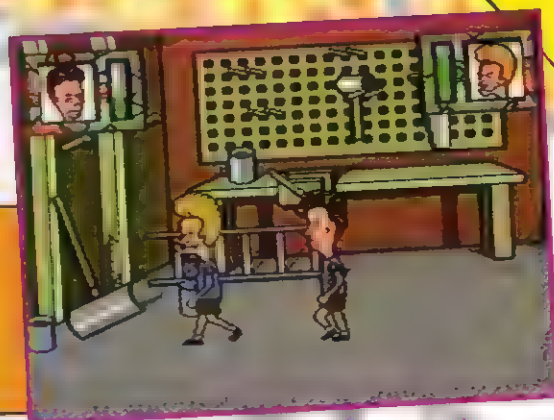
Hey, Beavis, they said bone!
Huh huh huh.

Yeah, Heh heh. I'm not giving my
bone to a dog! Heh heh heh!

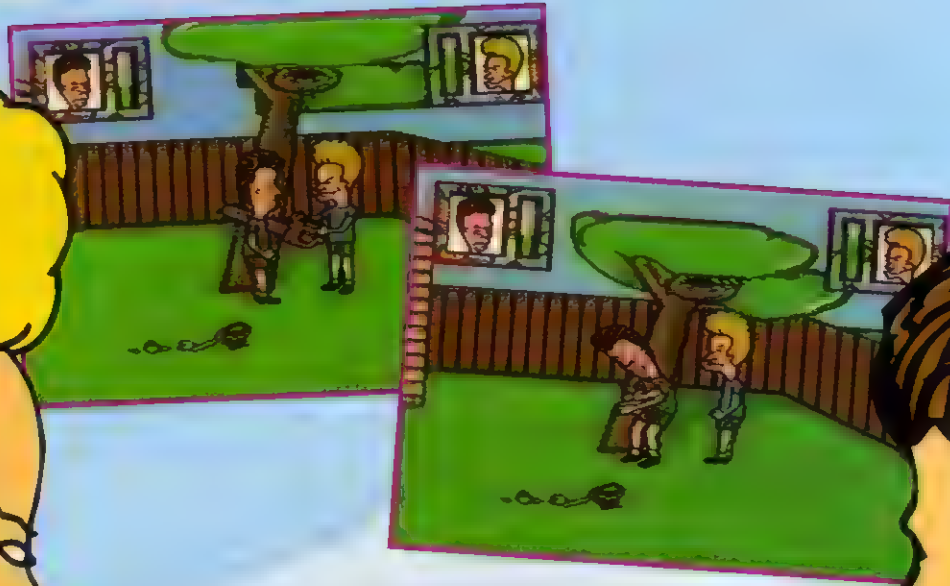
Use the key you took from Anderson to unlock the shed door. Inside you'll find a fishing rod and a chainsaw—pick them both up.

Huh huh...rod.

Yeah, heh heh. He
should just use dynamite.



Take the chainsaw and prune Anderson's tree—he may thank you for it later (plus, there may be a surprise in the tree for you).



Chainsaws are, like, proof that man is better than nature.

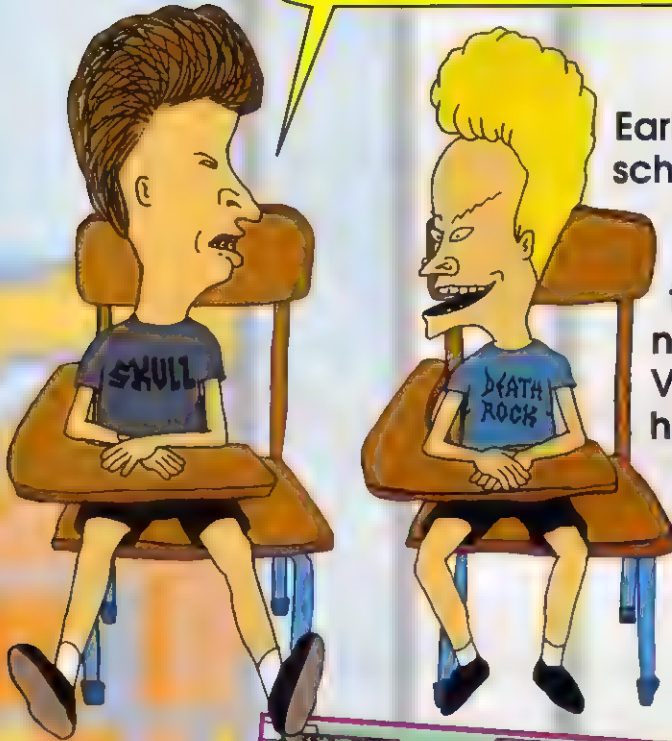
Nature sucks, heh heh.
It must be stopped.

Now you can leave The Street and head to the next level, Highland High School.

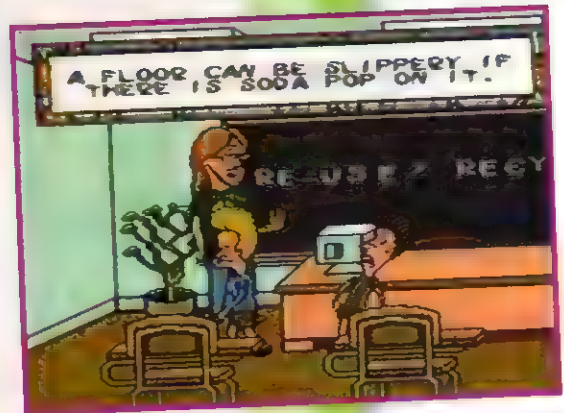
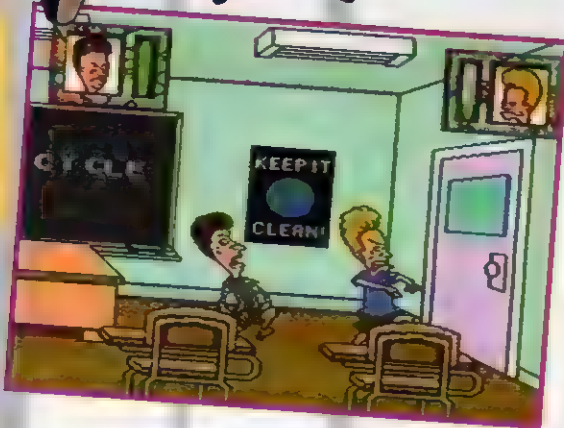


Highland High School

School sucks. Like, if I had a school, I'd teach people not to go to it.



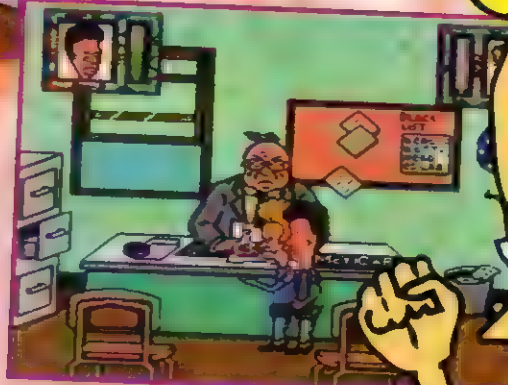
Earl's back again, patrolling the school's hallways, so use the dart gun to put him away. Pay a visit to Mr. Van Driessen and pick up the gum under his desk, you'll need it later. When you talk to Van Driessen, he'll give you some hints about fitting the pieces of this puzzle together so pay close attention.





Next, go into Mr. Buzzcut's office and pick up the two vials on his desk. This move is kind of tricky, however. The only way to get the vials is to either fart or belch on him.

While Buzzcut's regaining his breath, grab the bottles from the table and then go to Mr. McVicker's office. When you enter his office, you'll



notice a piece of the ticket floating through the office window. The ticket will land on his head and the only way to get the ticket is to throw the bottles at him. He'll drop the piece of the ticket and you'll be on your way to the next part of the town, the Drive-In.



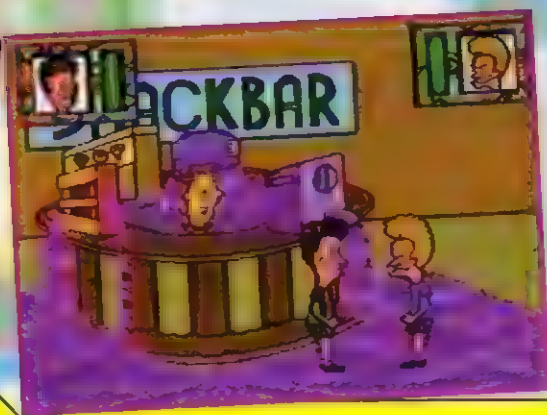
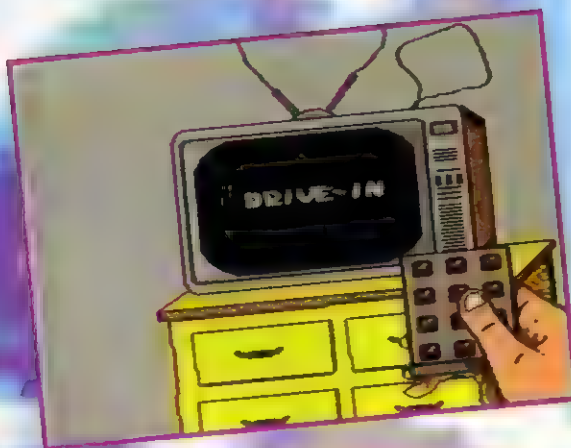
Hear that Butt-head? McDicker is gonna drop a piece. Heh heh.

Yeah, huh huh. I think I'm gonna drop a piece after eating this burrito! Huh huh huh.



Drive-In

To get into the Drive-In, you must have 3 dollars. If you don't have enough money, sell something at the Pawn Shop (remember the duck you picked up in The Street?). Also, before you leave the house, make sure you have the bomb from the recruiter's office and the camera from the bedroom. You'll need both of these items to successfully complete this level.



Pay for your tickets to the show and then visit the snack bar. Now's the time for some fireworks. Drop the bomb inside the food stand—you'll come back to this mess later.

Now travel the line of cars until you see the truck that's rockin'.

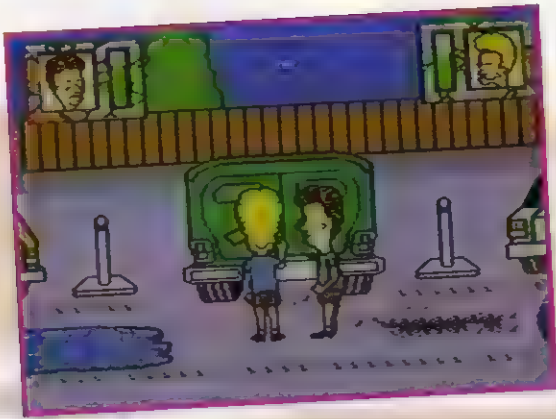
Hey, Beavis. I think they're, like, doing it in the truck.

Doing what?

You know, like, doing it or something cool like that.

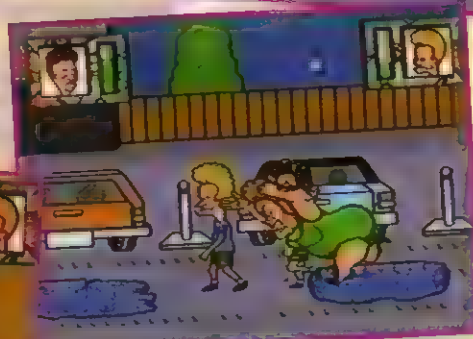
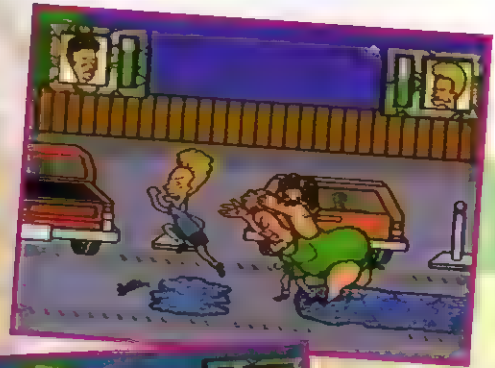
Oh. Yeah. Cool! Heh heh heh.



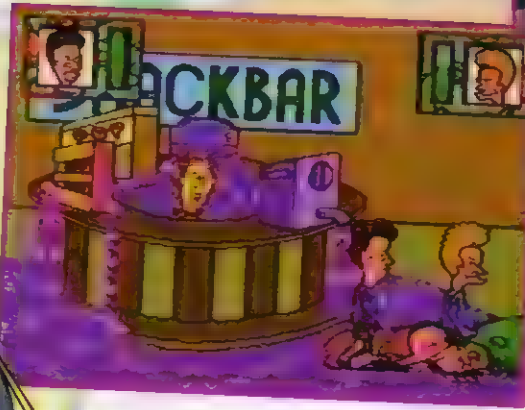


Now's the time to put the camera to use (before you take the picture, pick up the binoculars—the guy at the mall can give you some cash for them).

Take the picture and run like crazy because Butt-Woman will take off after you. Don't forget about the puddles of water and rats though. When you hit a puddle, it'll slow you down. Avoid them at all costs!



Lead her back to the food stand and run her through the mess you made earlier. When she slips and falls, something will fall out of her pocket.



Lead her back to the food stand and run her through the mess you made earlier. When she slips and falls, something will fall out of her pocket.

I bet it's, like, a condiment or something because they were, like, doing it. Heh heh heh.

Now that the Drive-In has been conquered, it's time to do a little fishing—couch fishing that is!

Yeah. Frisky Fiesta condiments—for her pleasure.



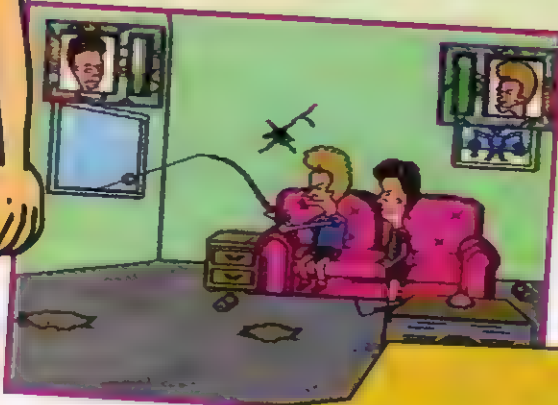
Couch Fishing

The only way that you can couch fish is with Anderson's fishing rod and you can only go couch fishing from Beavis and Butt-head's living room.

I'm fishing for chicks, dude.

Yeah, heh heh. Me too. Fish and like, money, heh heh.

As mentioned earlier, there's more than one kind of bait that you can use and some bait can be found right in Beavis and Butt-head's couch. Here's a run-down of the objects that you can use as bait:



Pizza Walkman
Doughnut Boot Gum
Document (from recruiter's office)



Some of the items you catch will be helpful and some of the items are not so important. We won't tell you what bait catches what item—you'll have to find that out for yourself.

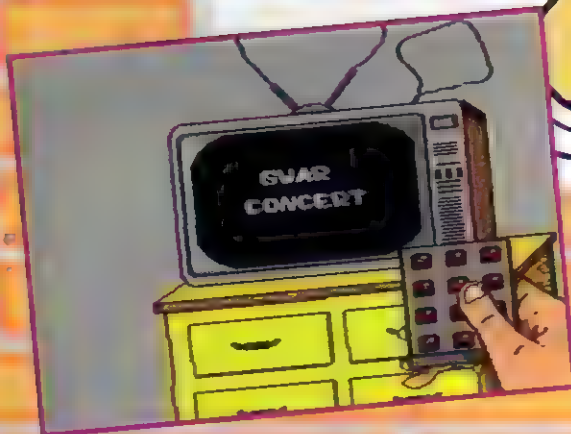
This book sucks. Like, what's the point of reading it if it's not gonna tell you all the answers?

Yeah, it's like if we paid money for this book instead of taking it from Stewart's house, we'd of been ripped off.

It's important to note, however, that one of these objects will land you the last piece of the GWAR ticket.

GWAR Concert

Yes! You finally made it! You must take your tickets to the show—no ticket, no show. It's the *only* way to get in.



Before you leave the house, make sure that you take the cat with you and the scissors —you'll need them both



There are two ways to get into the show:

1. Go in the front entrance
2. Go the back route to the "No Entry" sign

Here's the deal: The first entrance gets you into the concert, but your seats aren't very good. The second entrance takes you backstage, but first you must get by the relentless attack of the gorilla boy security guards. It's your choice.

If you choose the second option, you must use the machine gun (you did bring the machine gun, didn't you?) that you picked up from The Street to fire at the gorillas. The gorilla boys attack two at a time and after you finish off one pair another is close behind.





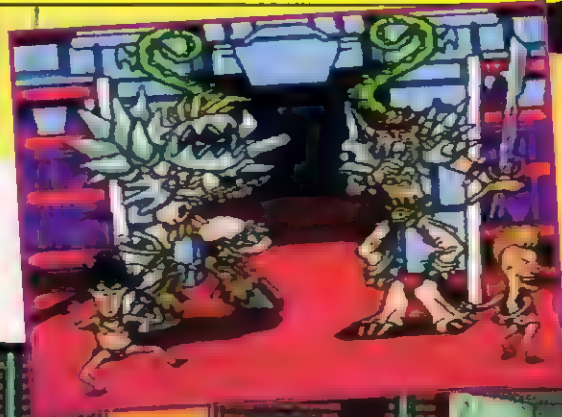
If you're lucky enough to get by them, you can sneak backstage. But the security guards are back here also. Just use the scissors from the hospital to cut the rope that's holding the sand-bag. This will knock down the gorilla boy guarding the stage.



Heh heh. Too late, Butt-head, I just did.

I'll cut the rope and you cut the cheese, huh huh.

All that's left to do now is grab the GWAR costumes and head on-stage with the band that rules. GWAR kicks ass!





BEAVIS AND BUTT-HEAD™

Beavis and Butt-head: Sega Game Gear Game Basics



Hey, Butt-head, haven't we already said this stuff?

Yeah, dude. It's like that saying "If I've told you once, uh... try, try again."

THE CONTROLS



BUTTON 1

Um, this butt-on is for, like, leaping while you look or something.

BUTTON 2

Huh huh. Butt-on. Uh, this butt-on is for like, "Hurry up and get those nachos, Butt-head" or "Beavis, you wuss runaway." Huh huh huh.

BUTTON 3

Uh, I guess there isn't a button 3. Huh Huh. Sorry.

There should be a butt-on 3 just like, for scoring.

That's why there isn't one, Beavis, cause you'll never score.



**BUTTON
2 + UP**

Adding? Is this some
sucky educational game or
what? Uh, like, if you add butt-
on 2 and Up, then you can like, check
stuff out that isn't, like, right in your face.

Maybe it means you can put stuff up
your butt. Heh heh heh.

You're sick Beavis. Huh huh.

**BUTTON
2 + DOWN**

Do this with your BUTT-
on and you can, like, pick up
cool stuff.

BUTTON 1 RUN FASTER (WHILE
HOLDING LEFT OR
RIGHT ON D-PAD)

BUTTON 2 JUMP

BUTTON 2 + UP INTERACT WITH
BACKGROUND
OBJECTS

BUTTON 2 + DOWN PICK UP
ITEMS ON THE
GROUND

That Stuff On The Screen



That's pretty cool for like a scientist.

When you do something cool, you, like, get those things. Lightbulbs. I think, like, the lightbulb was invented by some tall dude Franklinstein, who was, like, flying a kite in a thunderstorm.

Anyway, if you're getting your ass kicked like Beavis then you, like, lose lightbulbs and like die or something. And if you get more than 8 of 'em, then you have so many thoughts that you have to go the bathroom and, oh, "think." Huh, huh huh.

Heh, heh. Thinking doesn't suck sometimes.

Only when it's on a toilet.

Like, Game Hardness



There are, like, two levels of hardness to this game, Huh huh. Easy or Hard. Huh huh, I said, "hard." Huh huh. In the easy level, like, only one person can get their ass kicked, but in the hard level, both can.

Yeah. I think I'm set on hardness.

So they won't let us in the GWAR concert just cause we can't buy a ticket.

Yeah, what a rip off.

The Story



But if we can find enough cash, we can buy a ticket and try to get onstage with GWAR.

Cool. But, what's the difference between "money" and "cash", Butt-head?

It's like the difference between saying "Beavis you wuss," and "Beavis you dill-hole."

Uh, Read This Stuff

The Game Gear Version of Beavis and Butt-head differs greatly from the Super NES and Sega Genesis versions. The object of the Game Gear Version is to collect enough cash to buy tickets so that Beavis and Butt-head can go to the GWAR concert.

That ends the similarity between the games. Some of the objects that you need to pick up or avoid appear right in front of you, which doesn't make the game too difficult. Also, there's not as much strategy involved as compared to the other versions. The main object of the game is recognizing when certain objects will appear.

Therefore, the text has been written to help you determine when certain objects are about to appear. For example, if you are about to pick up a coin in front of a set of lockers, the text will tell you if or when a bird or a bowling ball may appear. This might not lend to interesting reading, but it will be very helpful once the game begins.

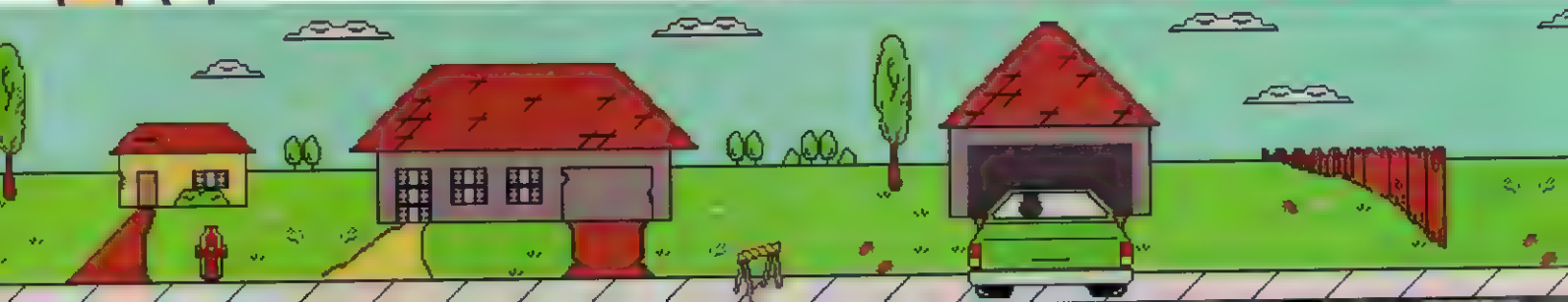
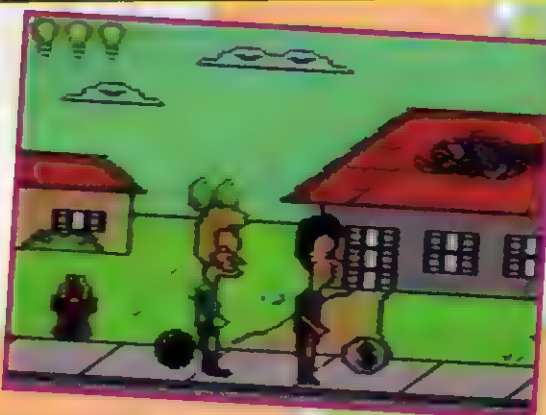
The Street

When the game begins, pick up the coin on the sidewalk but be careful as you approach it. As you reach for it, a bowling ball will roll onto the screen from the left side and a bird will fly in from the right.

Yeah, watch out for rolling balls! Heh heh heh.

And like, flipping birds! Huh huh.

If you take your time, you can jump the bowling ball before the bird even appears. Jump the first barricade but don't grab the food immediately because a bowling ball will roll in from the right as you near the next coin. Make sure you jump the ball before you grab the food.





Walk up to the next driveway very slowly because a car will back out and try to run you down—wait for the car to stop and then jump over it.

No, wait. Jump the food and grab the balls. Huh huh huh.

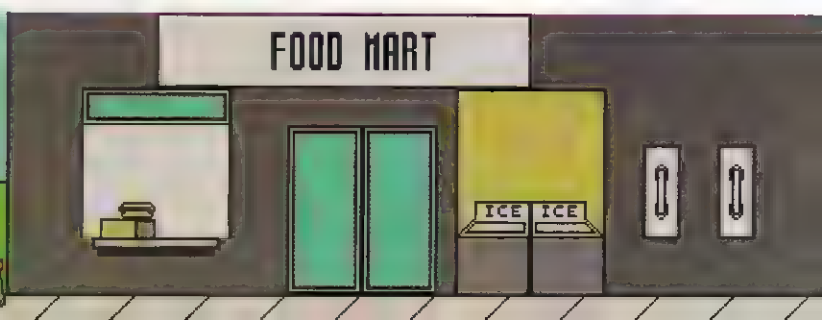
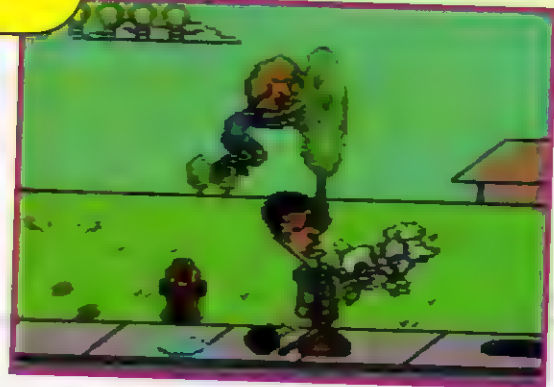
Or, like, you can jump the food—but just don't grab my balls. Huh huh huh.

Another bird will fly over and drop food for the boys but as you near the food, a rat will come at you from the right. You'll need to jump the rat before you even try to pick up the food.

Next, you'll see a fire hydrant that will squirt water into the air, so just take a running leap over the hydrant.

Like, look out. I think I'm gonna squirt. Huh huh.

After you jump, be sure to stop quickly or you'll fall into a pit on the other side of the hydrant. Always be careful when you pick up food next to a bomb—it's really easy to set off a bomb.



You can find another coin in the trashcan next to the pit, so add it to the cash for the GVAR tickets.

After jumping the next barricade, you'll need to immediately jump over a rat that will run in from the right. As you pass the double doors, a bomb will roll toward you from the left followed by some birds near the pay phones on the side of the building.



The next set of phones contain hidden coins, but be careful when you collect the coins because a rat will attack from the right. You must jump the next time bomb and pet the rabid dog before the bomb explodes; if you don't pet the dog, you won't be able to pass.

It's like, have you hugged your rabid dog today?

They're cool. You can't get a regular dog to do the foam at the mouth trick as good as a rabid dog.



When you walk to the edge of the next barricade a bird will fly over and drop a frog on the opposite side of the barricade, so take a running jump to clear them both.

The next coin you see in the street is a trap because when you get close to the coin, a bowling ball will roll in from the right.

Walk to the edge of the next hole, but watch out for a bird that will fly over and drop a frog. You'll need to run and jump to clear them.

"Drop a frog?" What's that sposed to mean, Butt-head?

I don't know.
I think it's like French for doing it.

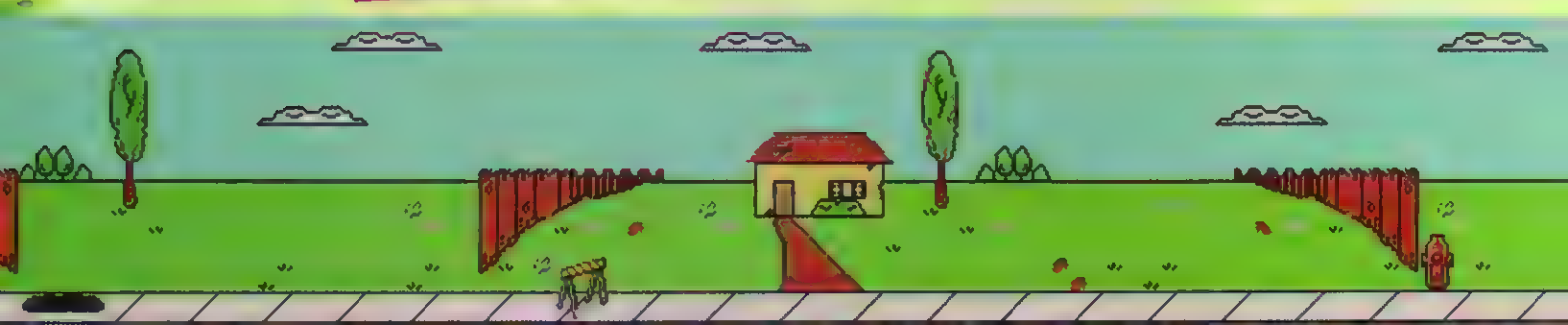
As you near the nachos in the street, a bird will fly over, so duck to avoid any injury. After you clear the next barricade, watch out for Todd and his oil blasts.

Todd is cool.

Like, an oil blast is just like tough love or something.



He'll pause after five shots, so wait for this moment and then run past him.



I guess he got tired of shooting his oil or something, get it? Huh huh.

I don't get it. Shooting the oil looked fun to me.

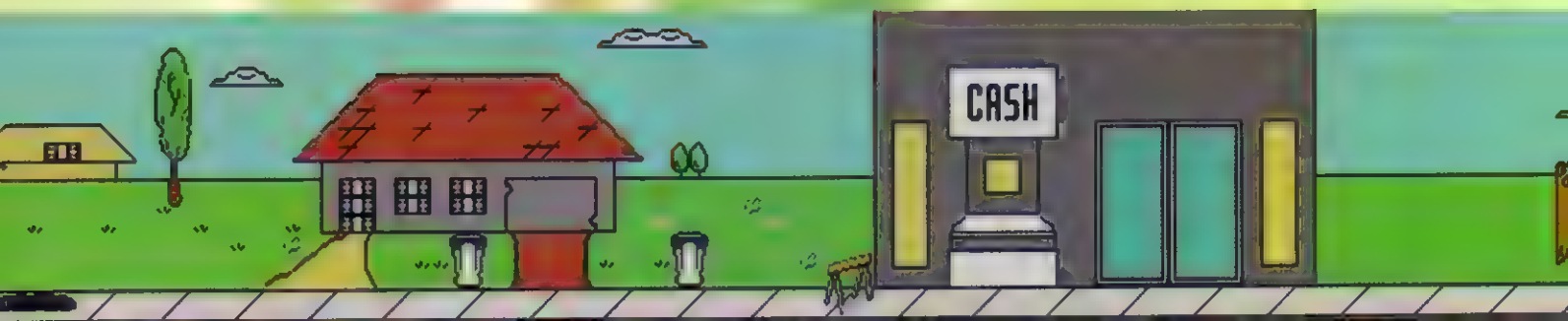
The next pit is tough to maneuver because a bowling ball will roll toward you from the left and a bird will fly over from the right. If you take your time, you can jump the ball before the bird appears; then wait for the bird to pass before you jump the pit.

Be lucky you don't have to approach Beavis's pits.

Yeah. I smell like a man, heh heh.

The next coin is another trap. Another bird will fly over and drop a rat, so jump the rat before you pick up the coin. The trashcan before the next barricade contains a coin, but approach it carefully because a bowling ball will roll in from the left.

When you jump the next barricade, a rat will run in from the right, so prepare to jump him immediately upon landing. Next you'll come across a cash machine that you can use to pick up twenty dollars.



Twenty dollars?! That's, like, how much money rich people have or something.

Yeah, I bet if you asked those guys in AC/DC, they'd all say they have twenty bucks. Each.

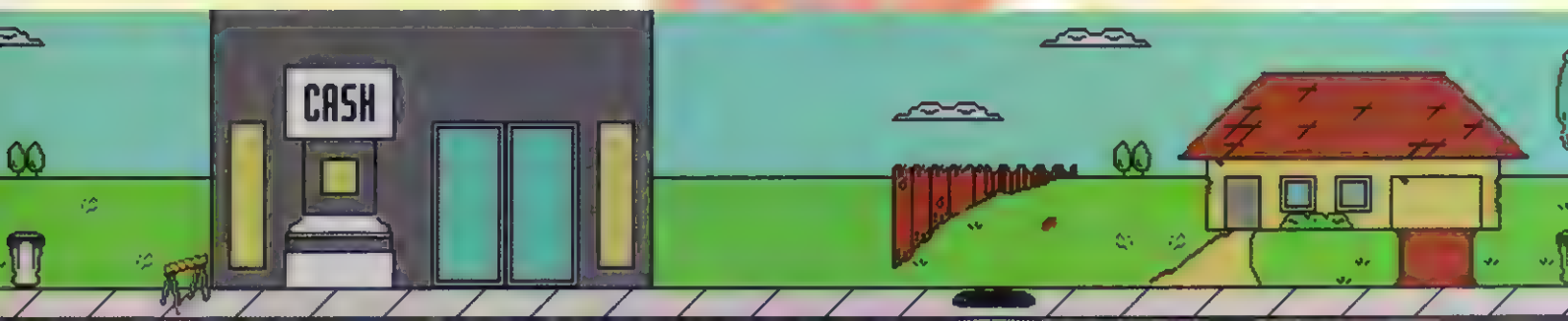


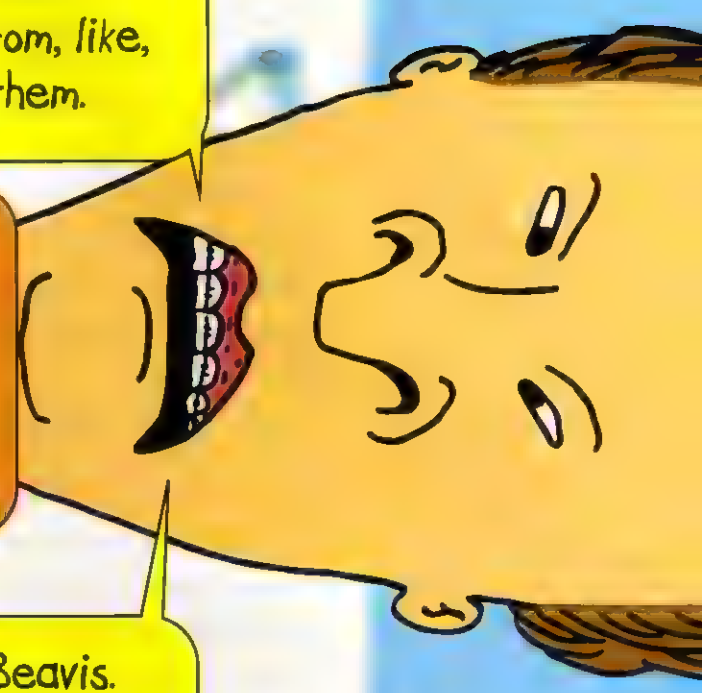
Take your time as you near the edge of the bank because another bowling ball will come at you from the left and a bird will fly in from the right. Just remember to take your time and you can

jump the ball before the bird even appears. The bird will then drop some food for the boys.

And it better not be healthy bird food stuff either.

The next pit is also a trap and a bird is the bait. Just wait until the bird passes before you jump and you'll find some more food lying in the street near a time bomb, but grab the food and clear the area before the bomb can explode. After you jump the bomb, a skateboard will roll in from the right, so be ready to jump it as soon as you land. This will finally bring you to the end of the first level.





I wonder where, like, all these skateboards keep coming from, like, without any skate punks on them.

Those are the wussy skate punks who listen to College music, and they're, like, not on their skateboards cause they just got their asses kicked by the cool skate punks who listen to Pantera!

Wow. Good thinking, Beavis.

Burger World

When you first start this level, pick up the coin in the road, but be careful because when you approach it, a bird will fly over and drop a frog. After the frog lands, walk slowly toward it because a bowling ball will roll in from the right. If you time your jump correctly,



you can jump the frog and ball at the same time. You'll then come across some nachos—pick them up if you're low on energy. However, don't rush to pick them up because a bird will fly over and drop a rat.

Next there's another coin in the road but this too is another trap. When you reach the coin, a skateboard will race in from the right that you need to jump before you collect the coin. Two more rats are quick to follow but just jump them both. If you go slow enough, you shouldn't have to face more than one rat at a time. If the rats come out together, try to center yourself between them—this will allow you to jump them both at the same time.



These rats really suck. They're, like, everywhere and it's starting to piss me off.

Yeah, I wish Ozzy would say like, I'm hungry, go ground up the rats.



The next part is kind of tricky. You need to position yourself correctly because there's a sign that blocks your vision of oncoming enemies. You need to watch the space beneath the sign for a clue as to when your enemies are attacking.

This part is cool because it's, like, looking at feet under the stall door in bathrooms and, like, trying to figure out who's in there.

Yeah, and if it's a wuss, then you, like, open the door and laugh! Heh heh heh.



When you first go behind the sign, a rat will race toward you from the right followed by a bowling ball from the left. After the sign, you'll come to a

pay window where Beavis and Butt-head can both collect ten dollar paychecks. Remember to switch between both characters to collect the paychecks.

You always run away, Beavis.



The next obstacle is a time bomb, a bird, and a rat. Wait and jump over the rat before you try to leap over the bomb.

Now's your chance to buy food at the window, but again the window is guarded by two rats. All you need to do is center both characters between the rats so that you can jump over them.



All this rat-jumping has made me hungry. Huh huh huh.

Next up are two more pay phones, both of which are guarded by birds (only the first phone contains a coin). When you approach the edge of the building make sure you lure the driver out or he'll mow you down.

You then come across two dumpsters. The first dumpster is guarded by a rat and the second dumpster will overflow when you get too close. Don't try to creep up to the dumpster or you'll get hit. You should run and jump past it, but be ready to jump again because a rat will attack from the right.

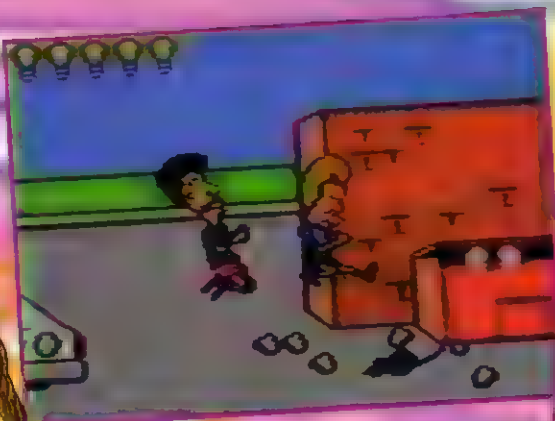
This place is, like, full of garbage!

Yeah, it's got more garbage than my room! Heh heh.

Uh, not necessarily, dude.



After the dumpster, make sure you pet the rabid dog or you won't get past him.



Cool! Another rabid dog. Remember the movie about the big dog that, like, foamed at the mouth and started kicking everyone's ass? That was cool! Huh huh.

Yeah! Beethoven was cool!

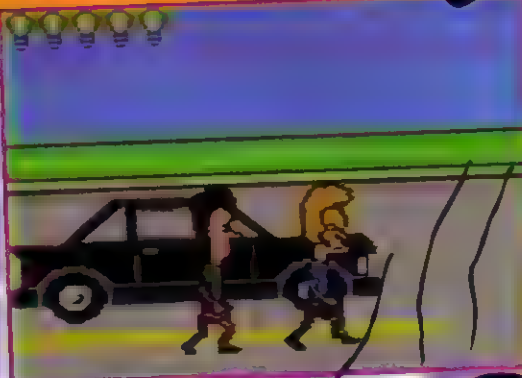
Another small, white railing will block your view of the ground again in the next section, and as you walk along the rail, a bird will fly over and drop some food but the food is another trap. Another bowling ball will come at you from the left, but all you need to do is jump the ball before you collect the food. The next coin near the car is another trap—wait for the bowling ball to pass before you do anything.



Hey Beavis, there sure are a lot of traps in this game. Huh huh huh.

That's cause we're like wild beasts, except we're the kind that has to go to school and stuff.

Walk slowly toward the coin before you pick it up and watch out for a truck door—it flies open and tries to knock you down before you get to the coin.



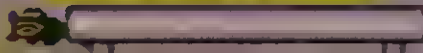
Hey Beavis, "flies open," Huh huh. Get it?

No it's not. I checked.

I'm gonna kick your ass someday, Beavis.



Once again you'll have to deal with the small, white railing, and this time two frogs are hiding behind it. If you walk close enough to the first frog, a bird will fly over, but if you can't get the bird to fly over, you'll



have to take a chance and jump the frog without hitting the bird. When you jump the second frog, a bowling ball will come from the right, so you'll need to react quickly. As you near the final obstacle, there will be a gorilla boy who will be ready to swat at you.

Gorillas are, like, cool. They should, like, be in a band. That would really rock.

They'd kick even more ass than Metallica cause they, like, have more hair.



If you have more than one bulb, you can run past gorilla boy and take the hit. If you're feeling lucky, try to sneak underneath him as he swings and then run as he pulls his arm back.



Highland High School

This school sucks.
Cause it's, uh, like a
school.

When you enter this level,
you'll see a coin near a
locker. Inside the locker,
however, someone is hiding.
Just wait for the arm to shoot
out and then grab the coin.

Uh, like, are you
sure that's an arm
sticking out? Huh
huh huh.



Next, you should pick up the food near the pay phone and check the phone for a hidden coin. The first locker in the next bay has a book hidden in it, so pick it up so you can sell it later.

That's like, about the only thing books are good for...selling. Heh Heh.

Huh huh. It's like if I wanted to learn I'd sell a book.

Use the same technique described earlier to avoid the guy hiding in the last locker of the bay. Before buying any food from the next vending machine, you'll need to jump another pesky rat. You can find a hidden coin in the sixth locker of this bay.



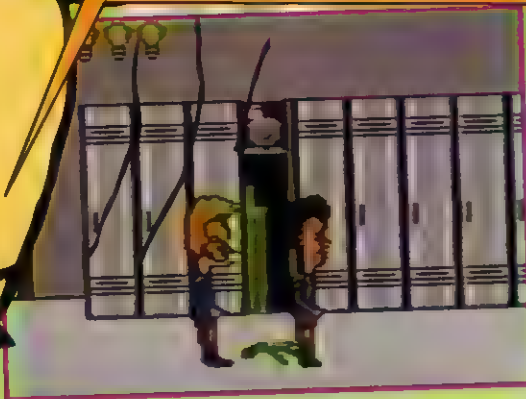
As you continue in front of the lockers, a skateboard and a bowling ball will come at you from the right. Jump these before you search the third locker for a hidden book.



The fourth locker in the next bay is booby-trapped with a dead frog—don't even bother opening it.

Hey Beavis, there's a boob trap in that locker. Huh Huh.

Cool. I didn't know you could get them as bait.



The last locker contains a book, but unless you plan on coming back for it, don't bother opening the locker. Also, check the second locker of the next

bay because there's a hidden coin in it.

Your first two obsta-

cles that you encounter in the Men's lockerroom will be a time bomb and a bar of soap followed by a shower. The shower is guarded by a wimpy towel boy who's waiting to hit you with a rattail. He'll pause after the sixth flip; this is your chance to run past him.





It's almost like,
the soap is worse
than the bomb or
something

Really. At least the bomb explodes.



Walk slowly toward the next
door because Mr. Buzzcut
will throw it open and try to
push you. If you stay back,
the door will just miss you.

Buzzcut listens to wussy bands.

He's not even that cool, Butt-head.

After you pass Buzzcut and
just after the lockers, another
rat will come in from the
left. You'll also want to
check the next phone for a
coin and the first locker of
the next bay for food.

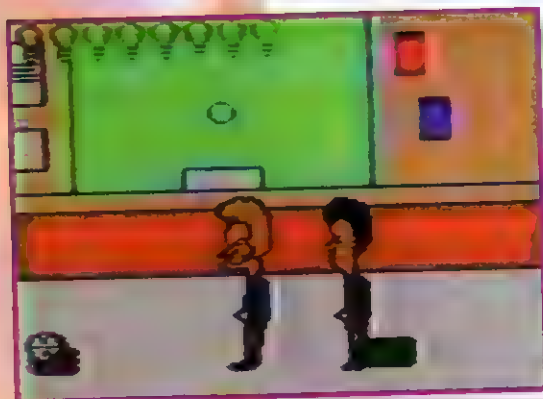


There's another book stashed away in the fifth locker from the end, but don't bother opening the locker unless you plan on coming back for the book. When you pass the next plant, a bowling ball will come from the left and just a step further, a rat will approach from the right. If you time your jump right, you can jump both of them at the same time.

As you pass the next bay of lockers you'll find a bookstore. Now you can sell all those books you've collected.

If both characters picked up a book, they'll both need to sell their books. Be sure to make your transactions quickly or the time bomb in front of the store will go off.

The first locker of the next bay is booby-trapped so don't bother opening it and near the last locker, a bowling ball will come in from the right. Pay close attention here!



Balls and boobies...this game is cool!

Yeah, it's got like maturity in its subject matter or something.



The next pay phone contains a hidden coin—add it to your collection. You'll find another coin waiting for you at the entrance to the cafeteria. When you near the second plate of food, a skateboard will come at you from the right.

The first locker in the next bay contains a coin and a locker in the next bay has a book, but don't open it unless you plan on selling it. A coin can be found in the next pay phone and in the third locker of the final bay there's a man hiding inside.



That dude inside the locker is Beavis' dad. He's a janitor.

Yeah! Heh heh. I mean, shut up Butt-head! Remember, my dad's a seaman.

You said "seaman."



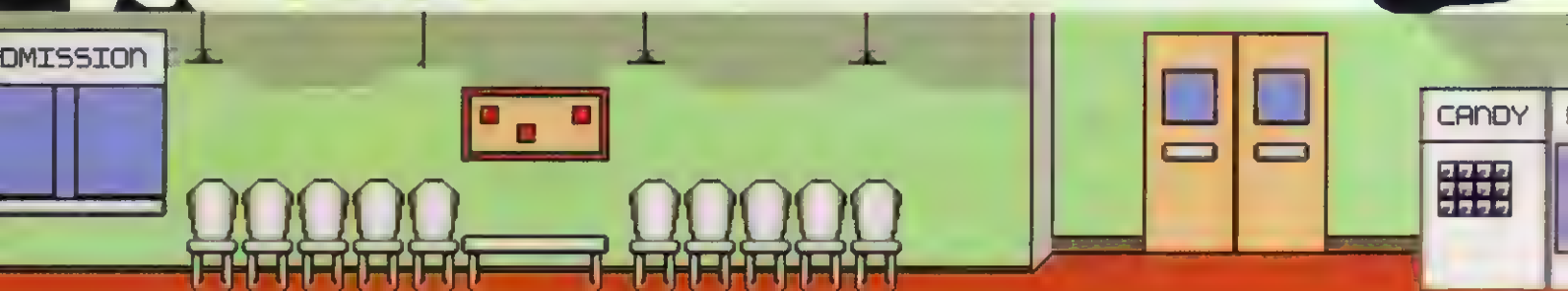
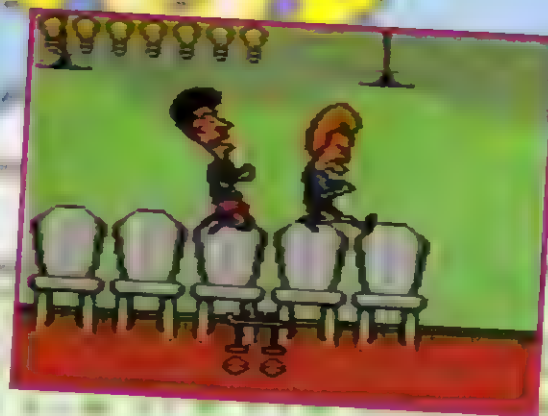
Hospital

This is, like, where you go if you're sick or something.

Yeah, like that time I had to go to the hospital after the Metallica concert because, like, my ears started bleeding.

When you first start this level, a rat will attack from the right near the first chair and a lamp will fall right next to a time bomb. Jump the time bomb and clear the area as quickly as possible because a cart will roll in near the end of the chairs.

After you pass the double doors, you'll find the vending machines and another rolling cart. As you leave the vending machines, your next obstacle is a huge puddle that you'll need to jump. As soon as you land, however, be ready to jump over a rat that comes in from the right.



Uh, Beavis, is that just a puddle or did you, like, urinate on the floor?

Shut up, fart-knocker!

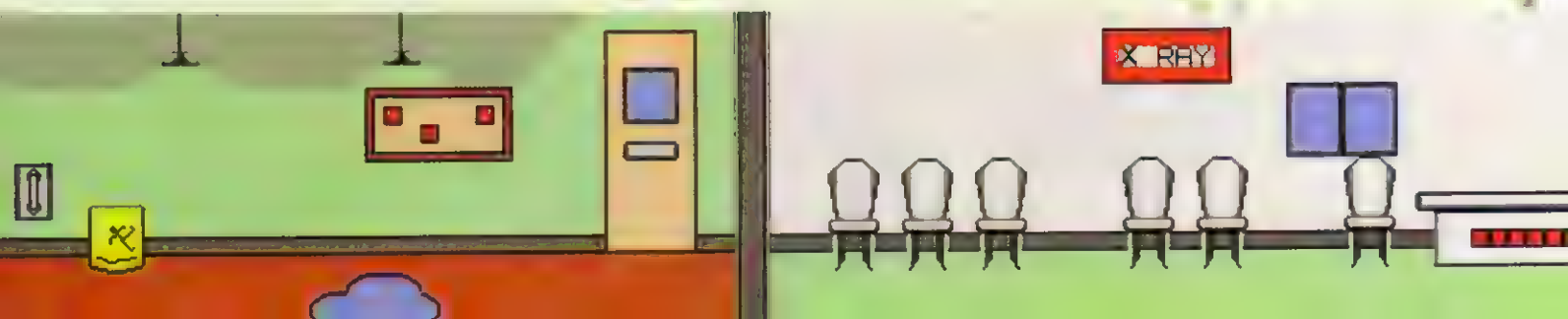
In front of the next set of chairs, a cart will roll in from the right. When you approach the x-ray machine look for a rat to run in from the right behind the machine—be prepared to jump even if

you don't see the little guy. Remember to wait for the lights on the machine to turn green before you run through it.

They're like special rays that scientists made up so they could see chicks' thingies.

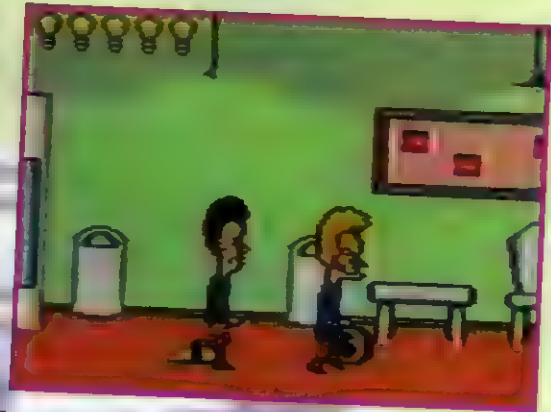
What are X-rays, anyway, Butt-head?

You'll need to take a running jump over the next puddle so you can pick up another coin. You'll then need to time your next jump so that



you clear the oncoming bowling ball and bomb at the same time. Don't forget to check the trashcans for coins—they're everywhere!

Approach the next set of double doors slowly so you can avoid the doors that swing open to hit you. You'll need to regain your sense quickly because as you pass the doors, a cart will scoot in from the right.



After the next set of chairs, a cart will come from the right and when you reach the next post, a rat will come from both directions. It's easy to jump the rats, but you can try to time your

jump to clear them both at the same time.

To collect some more cash, have one of the boys donate at the plasma machine. Remember to clear the bomb from the screen before you donate or you'll risk being blown up.

Uh, what's plasma?

I think it's, like, the name of a lame metal band.

Oh, yeah, plasma sucks.





At the next X-ray machine, wait for the lights to turn green and then run through before they change back.

Jump the next bomb but avoid going too far or you'll run into a

puddle. The puddle is easy to get by, but be ready to jump the rats that will attack you from both sides. You must be heads up!

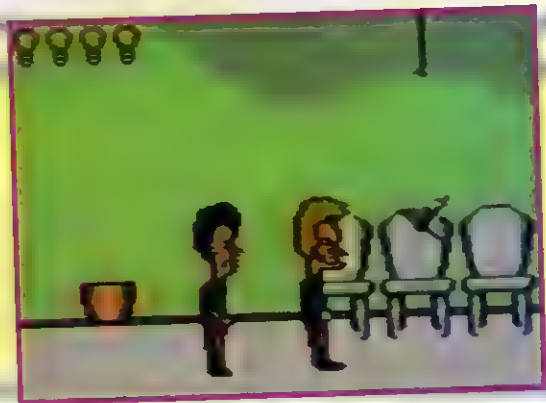
Huh huh. Heads up! Huh huh.

I get it. Heh heh heh.

You'll find two more coins on the floor in

front of the next set of chairs to add to your collection. While walking in front of the next set of doors, a cart will come in from the left that you'll need to jump. You can also find another coin in front of the next set of phones, but pick it up quickly because the light above it will fall.

Take another running jump over the puddle but be ready to jump again because a bomb will roll in from the

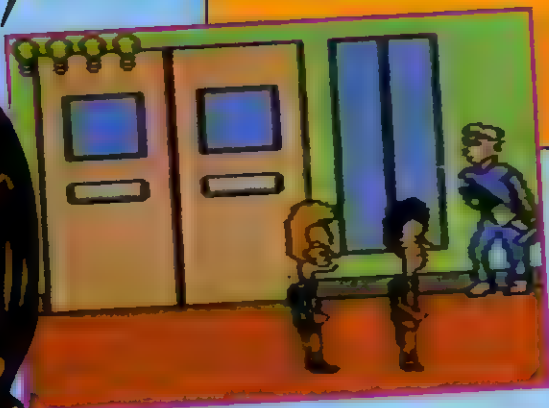


right when you reach the edge of the vending machine, which is your last chance to buy food on this level.

When you get to the next door, look carefully and you should see a green drop fall in front of you—it's Plasma Man, your last obstacle. You'll need to time the drops and run past him between shots.

Plasma Man? Huh huh. I bet he's a wuss.

I bet even, like, Stewart-man could take Plasma man.

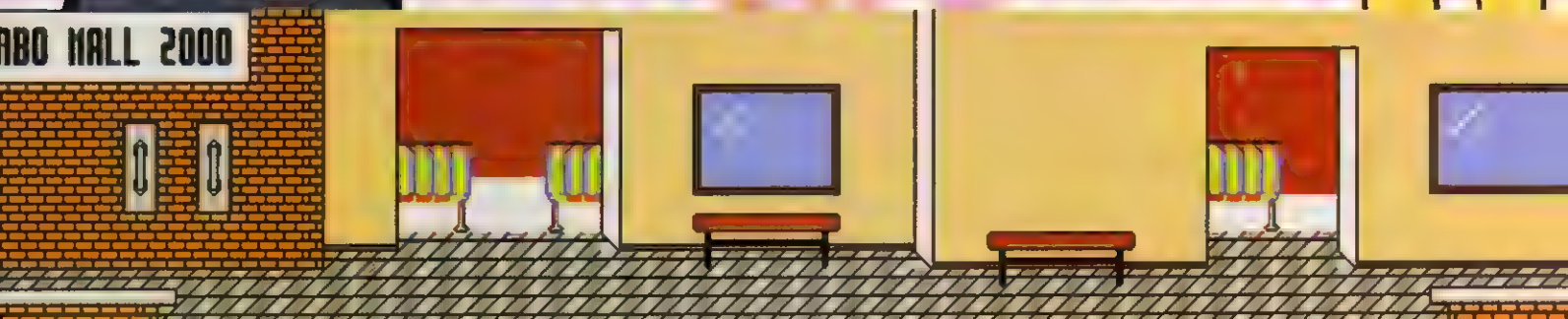


Turbo Mall 2000

It's like our mall away from home, or something.

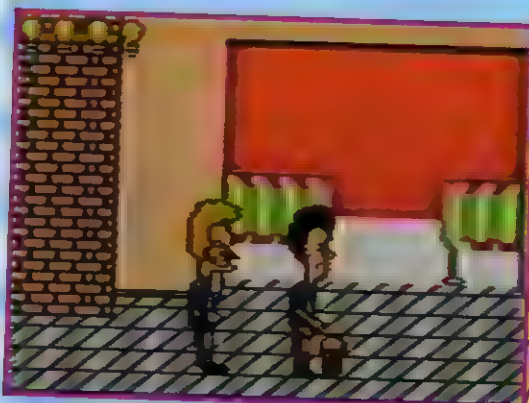


ABO MALL 2000



The first thing you'll encounter in this level is a skateboard that will come at you from the right. You'll want to pick up the food in front of the first store too.

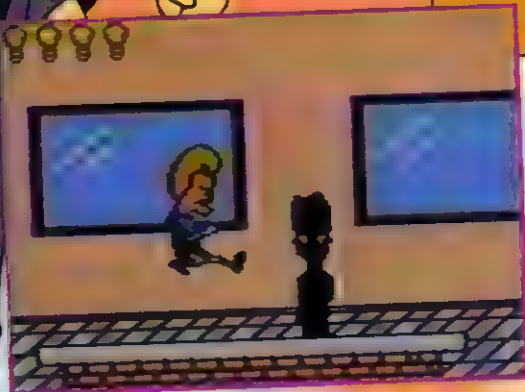
A small wall will block your sight for a while, so you'll need to be ready for enemies when walking behind it. When you get about halfway past the wall, a bomb will come at you from the right—it's hard to see so be ready.



Huh huh. They said, "it's hard." Huh huh huh.

For a book, this is cool sometimes.

Right after the time bomb, a rat will run in from the right. Jump the next bomb to collect the coin on the other side, but be careful not to set off the bomb when you pick up the coin.



Be careful as you approach the elevator because an arm will try to grab you. Wait for it to go back into the elevator or duck it as it comes out.



It's gonna try to grab your butt! Heh heh.

The coin in front of the elevator is a trap; as you near it, a skateboard will come in from the right, so jump the skateboard before you collect the

coin. At the end of the wall, rats will come at you from both directions, so just stay between them and jump.

As you near the next trashcan, a bomb and a frog will surround you. Take your

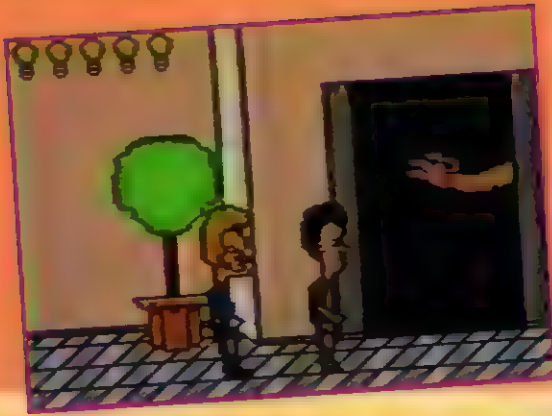
time as you jump the frog but watch out for the rat after you jump the frog. Once again, you'll need to be careful passing the elevator—another arm will reach out to grab you.

Like, what's the deal with this weirdo in the elevator? Someone needs to, like, kick his ass or something.

Yeah, we oughtta smash his arm in the door! Yeah! Smash it! Smash it! Smash it 'til it cuts his arm off! Yeah Heh heh heh!

Calm down, Beavis! You're starting to act like that spaz in Grim Reaper.





Jump the next time bomb but be ready to jump a bowling ball that immediately comes at you from the left. You won't be able to see the next rat because your vision will be blocked by a wall.

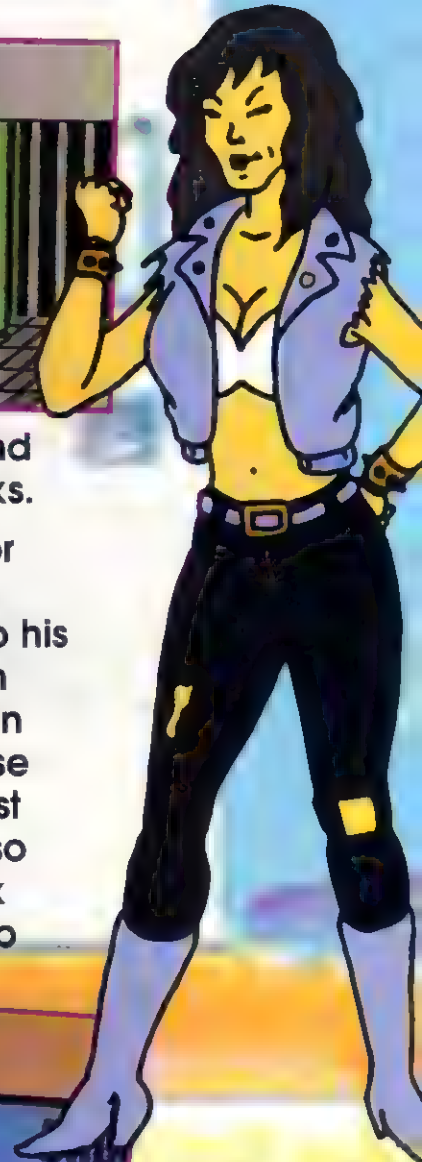
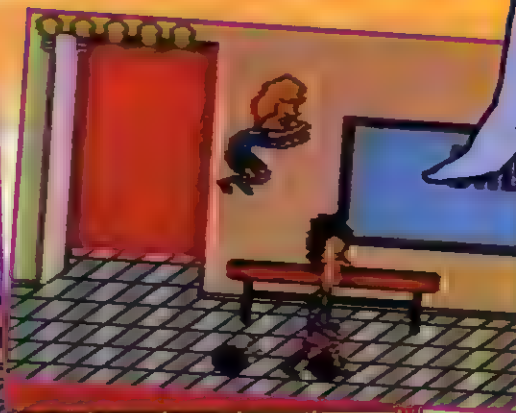
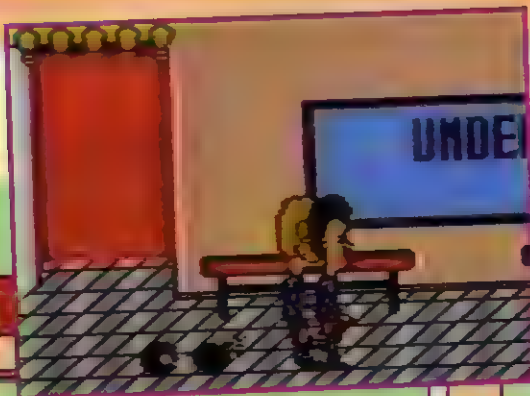
The pet store presents a special challenge—you must pet a rabid dog to calm him down before you try to walk by him.

You'll need to watch out for the parrot too, because he'll try to peck your eyes out. Time the parrot's attacks and then run between his pecks.



The towel boy is waiting for you at the sporting goods store, so wait for him to flip his towel 6 times and then run past him. The two bombs in front of the store look worse than they actually are. Just jump over the first bomb so that you land on the back

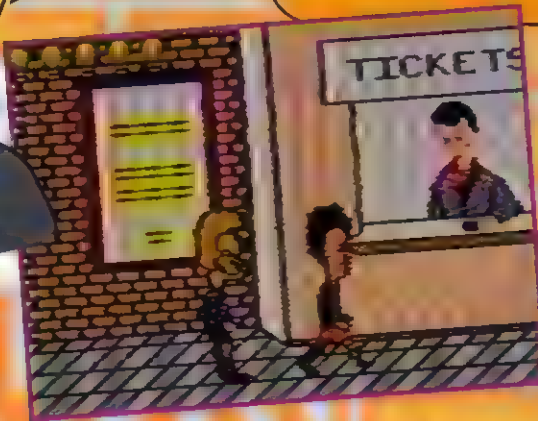
side of the second bomb and the second bomb will roll off without any harm.



Jump the frog next to the bench but be ready to jump again because a bowling ball will come from the left as you land. Your vision is blocked again by a small wall and while you're behind the wall, a rat will come at you from the right. You won't be able to see the rat, so jump when you're about halfway past the wall. Next you'll find the ticket window, but if you don't have \$100 at this point, don't even try to buy your tickets.

Yeah, like, give it up, dude.

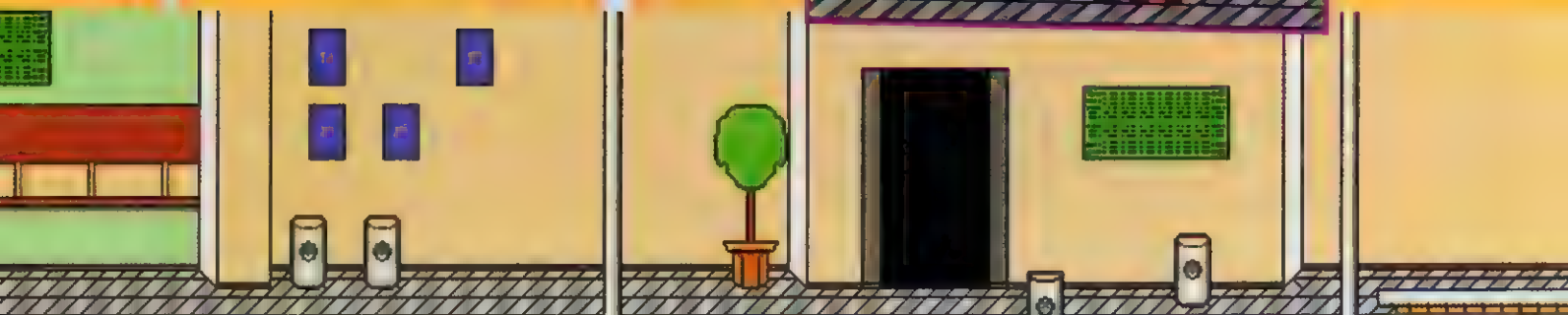
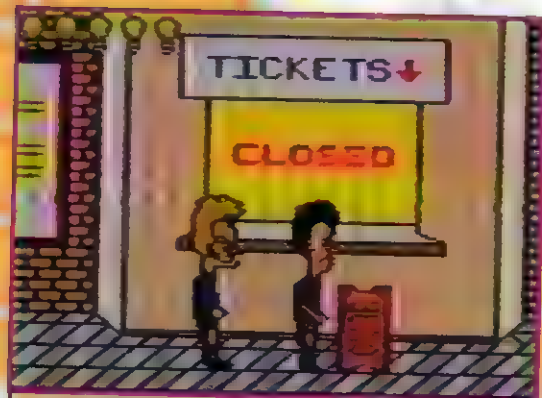
Heh heh. Too bad, butt-munch!



The man behind the window will close for the day if you try to buy the tickets without enough cash. If you do have \$100, interact with the man and your tickets will appear on the floor

next to you. Don't forget to pick them up!

Now you have to pass another small wall and as you do, a bomb will come at you from the left. Now you need to just touch the end to finish the level.



Touch the what?!

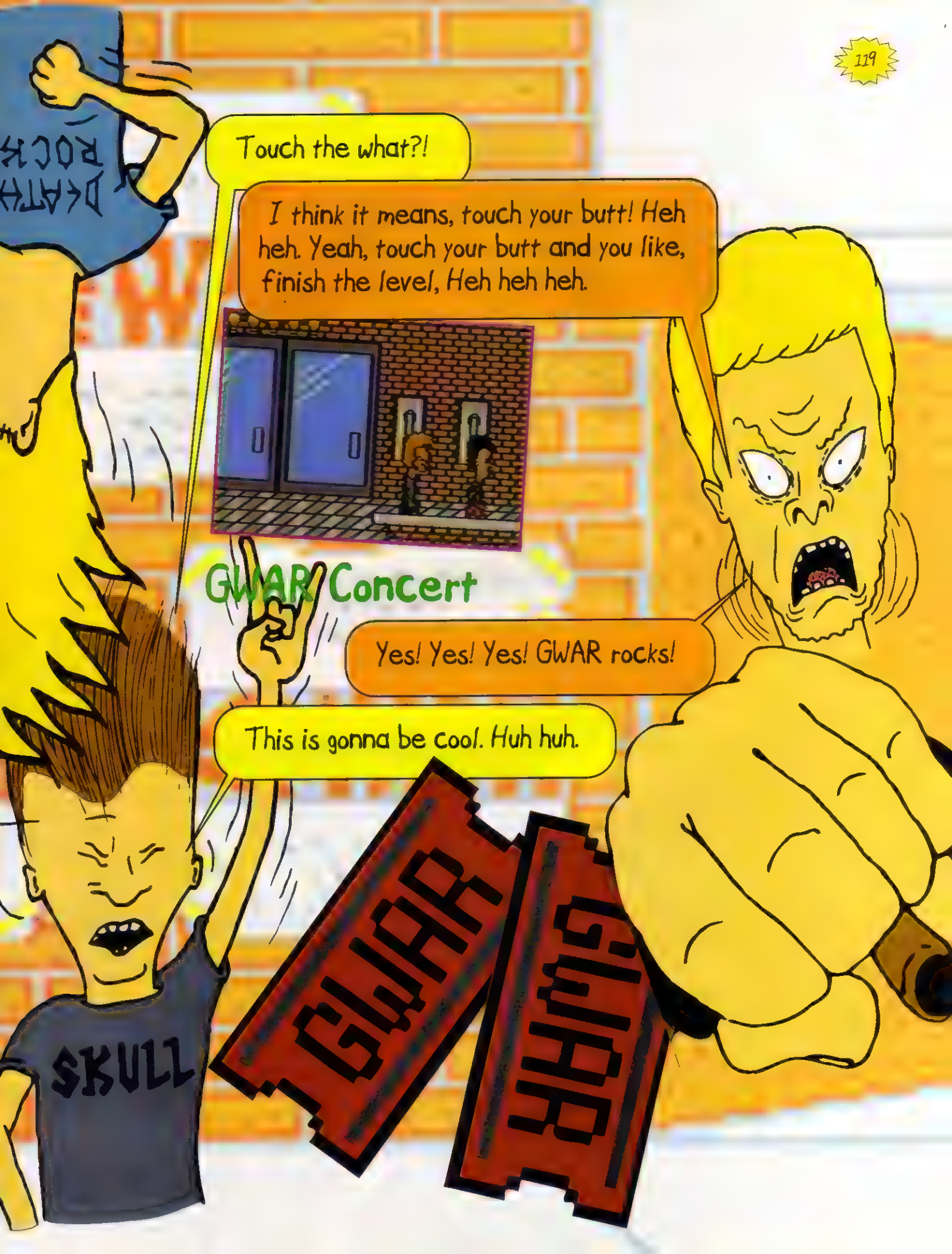
I think it means, touch your butt! Heh heh. Yeah, touch your butt and you like, finish the level, Heh heh heh.



GWAR Concert

Yes! Yes! Yes! GWAR rocks!

This is gonna be cool. Huh huh.



When you get to the ticket window, give the ticket takers your tickets and the security guard will disappear.

If you try to walk past the ticket window without giving the ticket takers your tickets, the guard will attack you. If you don't have tickets at this point, you'll see a Game Over screen.

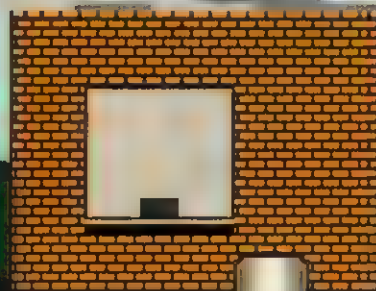
If you need food at this point, buy some at the concession stand—it'll be your last chance. Take advantage of the opportunity.

Who cares about food when were gonna see GWAR?

Really. It's like, we don't eat at your concert, so like don't use our pool as a toilet or whatever.

You'll find a coin in front of the first concession stand but it's another trap! When you reach the coin, a bomb will roll in from the right.

The towel boy is waiting for you at the entrance to the arena. Remember, run past him after the sixth flip of his towel. After you're inside, watch out for a man from the crowd who falls on his back—you'll need to stay out of his way.





Huh huh. That dude is gone. Huh huh. Cool. Huh huh.

Yeah! He's a wuss!



He like, violated the "no wusses, no service" policy. Huh huh huh.

The seats will often block your view in this

level. Many items and enemies are hidden behind them so take your time.

As you reach the post, you'll need to jump a bowling ball that rolls in from the left and just after the post you'll have to contend with an arm from the crowd. Wait for the arm to try to grab you and then walk past as it recoils.

When you get to the end of the chairs, a bird will fly over and drop some food, but at the same time watch out for another extended leg. Wait for the leg to extend and then walk past as it recoils.



Is, Uh your leg extending Beavis?

Yeah, Heh heh. It's extending cause it's, like, booby trapped.



When you reach the end of the next set of chairs, you'll see the top of another time bomb. When you approach the next bomb, wait for the bird to fly out and after it's safe, jump the time bomb and collect the food. A bit further you'll see some more food on the ground, but again take your time approaching it because a rat will come at you from the left.

If you already have 7 bulbs, don't try to collect the food because you don't want to go over the 8 bulb limit. Just past the next post, you'll have to deal with a punching guy. Wait for him to strike and then walk past him as he prepares to strike again.

He thought he was the coolest dude here, and then he saw us, and he had another thing coming.

What's that dude so pissed about?

Heh heh. Another thing coming. That would piss me off too.

When you reach the end of the chairs, two bowling balls will come at you. You'll need to jump

the next bowling ball and as you land, jump again to avoid a second bowling ball that sneaks in from the left.

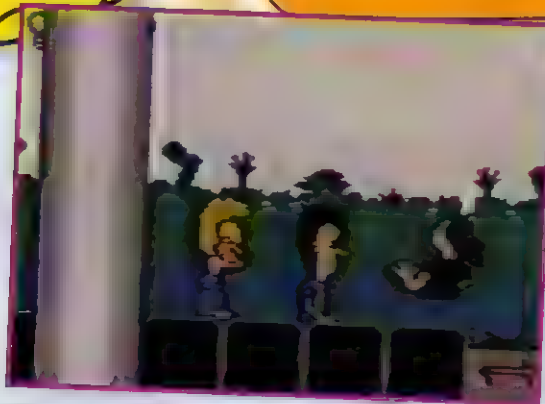
There's another leg that sticks out of the crowd just before the next set of seats, but just walk past the leg because if you jump, you may be hit by a bird.



At the end of the seats, another guy will fall from the crowd and at the same time, a skateboard will come in from the right. You must jump over the skateboard before you try to pass the fallen man.

Hey, Beavis, it's that dude again.
Huh huh. This guy really knows how to party. Huh huh huh.

Yeah, I wanna party with this dude! Heh heh heh.



The next area is slow going. First, you must jump a bomb that's in the aisle, and then you must work your way past an arm, a leg, and another

arm that sticks out of the crowd. Take your time when you go through this to avoid any unnecessary injuries. Just past the last arm, you'll see a punching guy, but don't completely ignore him because there's food and a bomb just beyond him. If you sneak past him so that you're barely out of his range, you should have enough room to pick up the food without setting off the bomb. However, if you're playing on the hard setting, don't even try for the food or the second character will get punched.



Remember Beavis, never eat food when you're in hard mode, Huh huh.

That sucks! Being hard really makes me hungry! Heh heh.

Between the next section of seats, you'll find a leg sticking out of the crowd next to a bomb. If you wait for the leg to attack, you can quickly jump the bomb.

Be careful when you pass the next punching guy because a rat will come in from the right and as soon as you jump the rat, a second rat will attack from the left.

A man will fall out of the crowd from behind the post, so take your time and wait for him to appear. There's more food waiting for you, but don't rush to pick it up because as you reach for it, a rat will attack you from the right.

Creep past the next punching guy, but be careful when you get to the next post—there's a bomb on the floor that's barely visible.

Just after the chairs, another man from the crowd will fall on his back. Backstage you'll see some food on the ground, but approach it slowly because the sandbag above it will fall. Don't pick up the food until the bag has hit the ground.



Uh...I've got bigger things to worry about than picking up food if my bag hits the ground. Huh huh huh.

Heh heh. You said "bigger."

The second sandbag just past the towel boy will fall toward you and a bit further two rats will attack from both directions. There's a trap door below the next sandbag so jump even if you don't see the trap door.

If they're telling us it's a trap door, then it's not a trap.

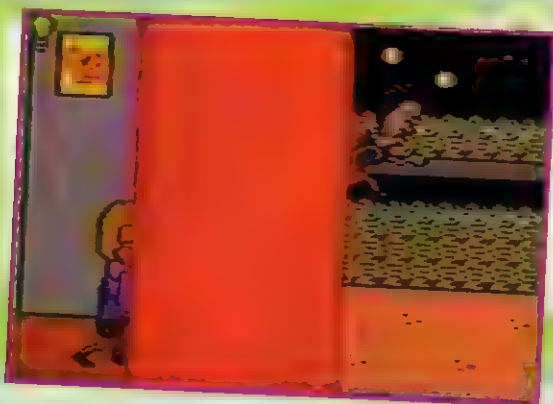
Heh heh. They outsmarted themselves.



Jump the next time bomb but be ready for the bird that flies in from the right. A few steps further, you'll be surrounded by a skateboard and a bird.

You'll need to move quickly in the next set or the second sandbag will fall on you. Next, you'll need to pet the rabid dog before you try to pass him. When you get to the curtain you'll need to jump over a hidden bomb.



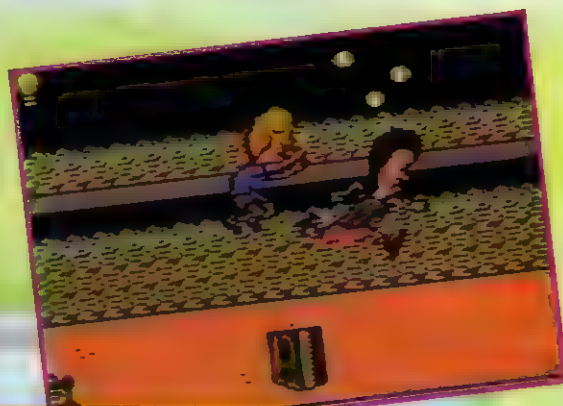


Now you've finally made it to the stage. While onstage, you must jump a series of four amps.

When you reach the fourth amp, sneak up to it because a bird will fly out and drop a rat that you must jump before

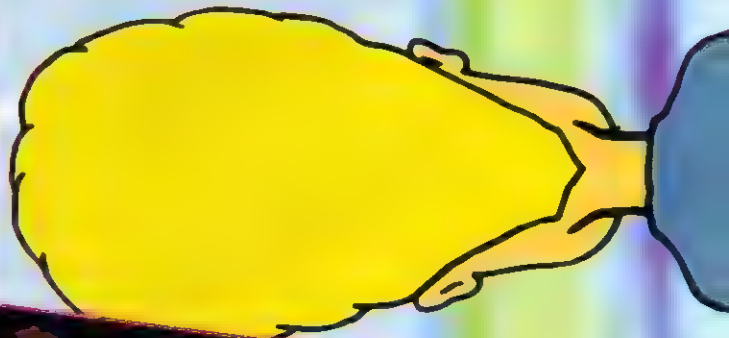
you try to jump the amp.

When you near the first microphone, a bomb will roll in from the right and from there you need to walk to the edge of the curtain, which will take you onstage with GWAR!



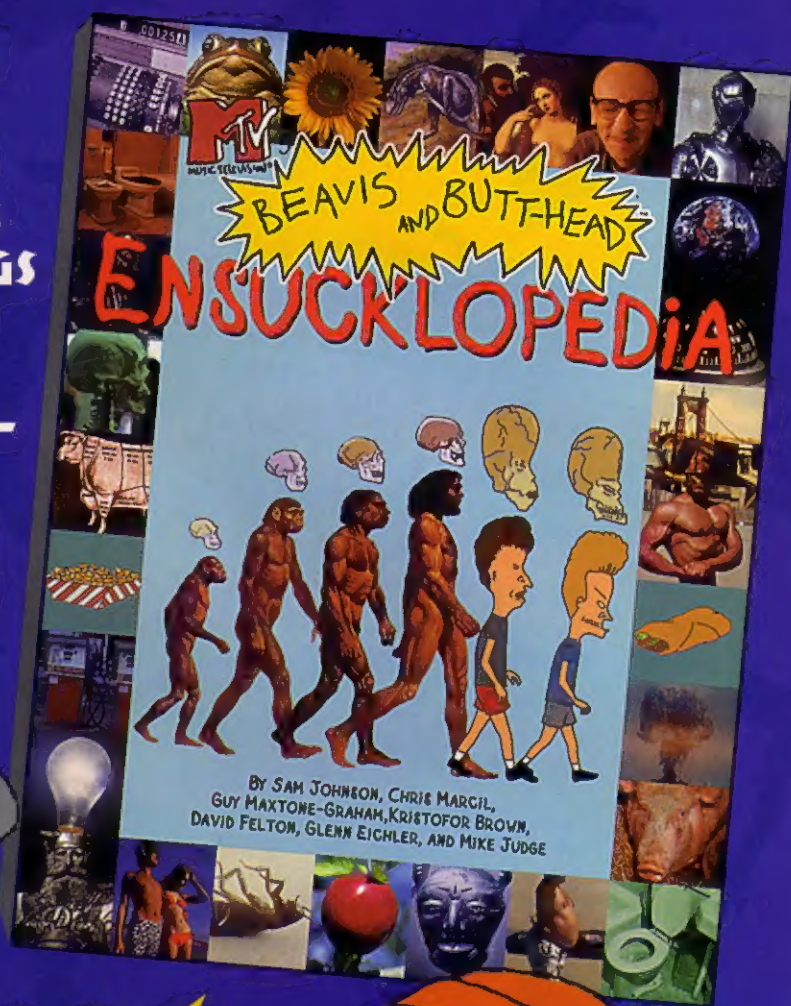
GWAR rules!
They rule!
They rule!

Yes! Yes! Yes!

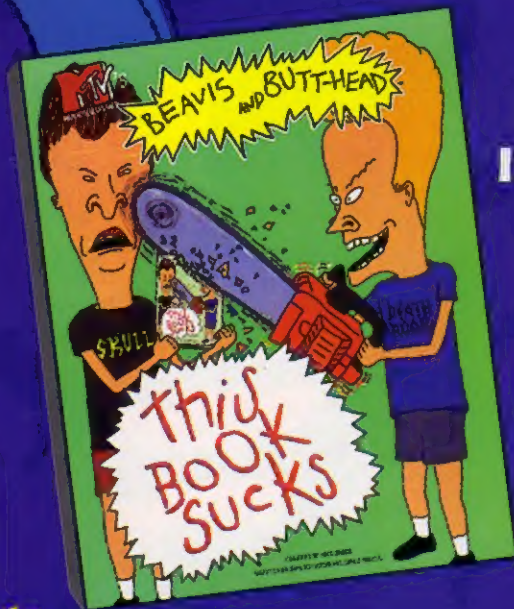




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